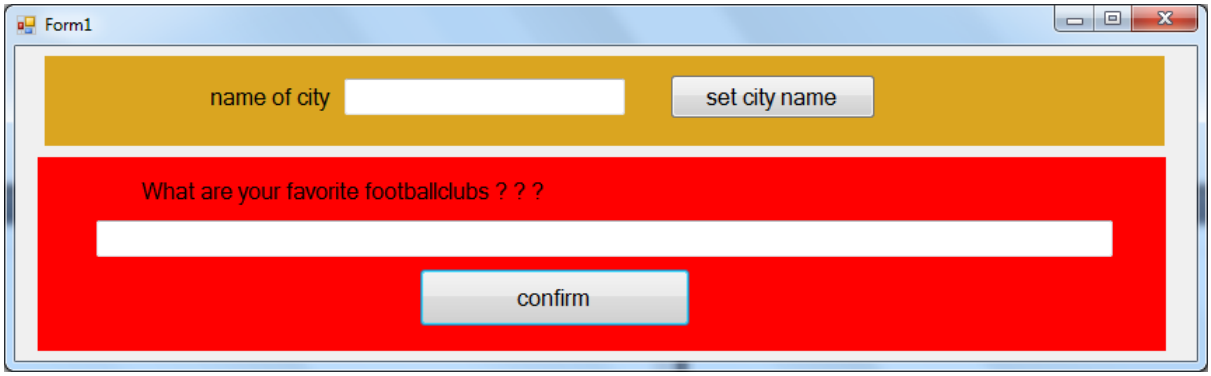
Football Poll

Which football-club is more popular? Which club is second? Are the answers the same in every city? OK, let's try it: let's make a poll! Let's make one app to collect data in several cities and make one app to view statistical information. The data-collecting-app will run in shopping centrums and market squares in several cities.

Part 1.



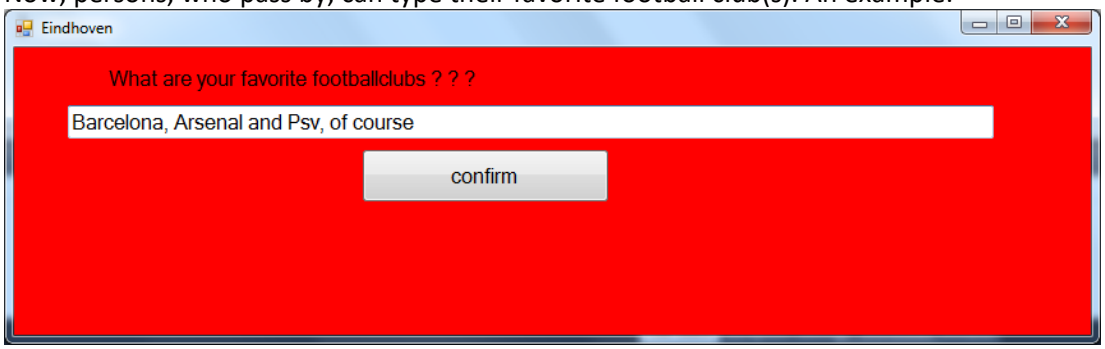
Make a data-collecting-app like in the screendump above, but first read this:

Start a new solution in Visual Studio. Chose for a Windows app and give the solution another name than the project. For instance, give the solution a name like *PopularFootballClubs* and the project a name like *DataCollectingApp*. Later in part 2 you will add another project. After running your app, you will see that Visual Studio generated a folder named after the solution and in it a folder for the project. In part 2 more about it.

At startup you will see both panels (the gold-colored panel and the red panel). The organizer can type a city name and click the "set city name"-button. Then the city name will be stored and shown on top of the window, the gold-colored panel will become invisible and the red panel will fill the whole screen.
Then passing persons are asked to type their favorite football clubs.
The code for the "set city name"-button-click-handler could look like:

```
        this.cityName = this.tbCityname.Text;//stores the city name
        this.Text = cityName;   //shows the city name in the title bar of the window
        this.pnlGold.Visible = false;  //makes the golden panel invisible
        this.pnlRed.Dock = DockStyle.Fill;//makes the red panel fill the complete
window
```

Now, persons, who pass by, can type their favorite football club(s). An example:



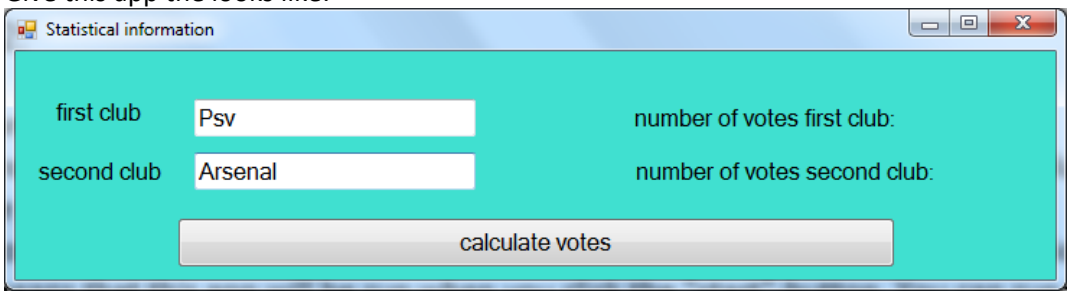
In this example the app is running in Eindhoven and this person likes Barcelona, Arsenal and Psv.

Clicking the "confirm"-button results in storing the inputted string "Barcelona, Arsenal and Psv, of course" to a text-file and the textbox is cleared. The name for the text-file should be such that you can trace the city, for instance named *votesFromEindhoven.txt*.
Be aware, text already in the file should stay in the file; the string from the textbox must be added to the contents of the file.

Part 2.

Now it is time to implement another app for statistical information.
Add another project to your solution by right-mouse-click on the solution in the Solution Explorer and choose for adding a new Windows app. Give it a name like *StatisticsApp*.
Now you have a solution with 2 projects in it. One of them is displayed in the Solution Explorer in bold. That means that this project will be started when you click the "start"-button. You can run the other project by right-mouse-click on the project and chose to set that project as the start-up-project. Now clicking the "start"-button . . .

Give this app the looks like:



The user can specify two clubs. Clicking the button with text “calculate votes”, should count how many lines of a file contain the name of the first club and how many lines contain the name of the second club. Of course, it must be possible to choose a file (for instance about the votes in Eindhoven or in London). The answers will be shown on the screen.

Make it work!
Hint: The String-class has several useful methods, for instance the method Contains("???"). Suppose s is a String, then s.Contains("Psv") is true, if the string s contains the pattern "Psv"