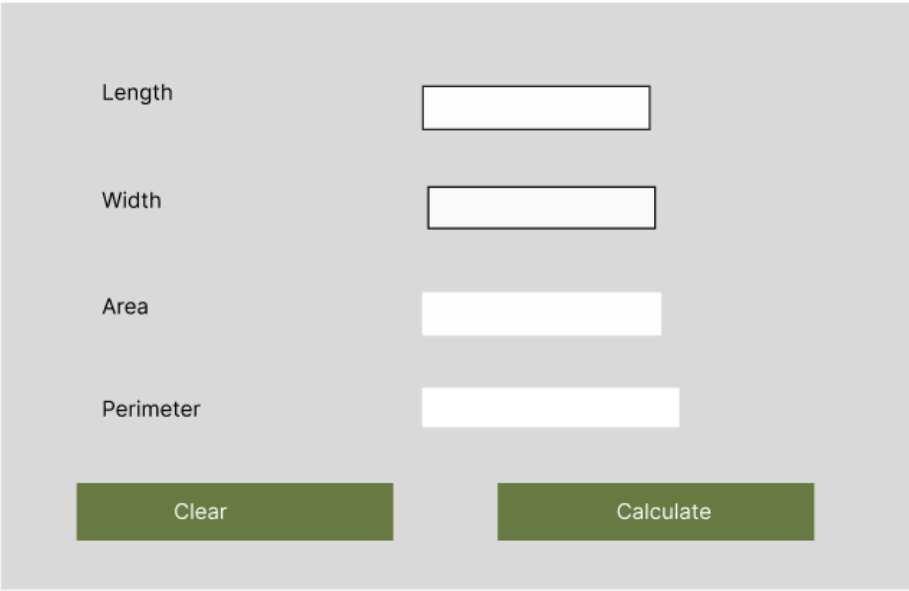


## In-Class Exercise # 7

Joy Tejada, Jabari Mitchell, Rober Danial

### Drawing:

Space Eaters ;



Length

Width

Area

Perimeter

Clear Calculate

**Output:** Area and perimeter (int)

**Input:** 2 inputs. Length and width. (int)

**Process:** The user inputs the length and width of a rectangle. The program will calculate the area and the perimeter of the rectangle.

### List Controls and Identify Properties:

- **Change grid coordinates row and column**
- **Change colour maybe?**

button_calculate	Text = "Calculate" Grid= 0,1
button_clear	Text = "Clear" Grid= 0,1
button_exit	Text = "Exit" Grid= 0,1
label_length	Text= "Length" Grid= 0,1

label_width	Text= "Width" Grid= 0,1
label_area	Text = "Area" Grid= 0,1
label_perimeter	Text = "Perimeter" Grid= 0,1
entry_length	Grid= 0,1
entry_width	Grid= 0,1
label_area_output	Grid= 0,1
label_perimeter_output	Grid= 0,1