# MODULE 1: INTRODUCTION TO PROGRAMMING IN C#

## FURTHER EXERCISES

## *Tutorial 3*

1. Write a GUI program that extends core exercise 1.3 from tutorial 2 to allow the user to select the maximum weight from a drop-down list and select 'first-class' or 'second-class' using radio buttons. The second-class rates are respectively: £4.95, £4.95, £13.75, £20.25, and £28.55

    You should approach this problem by first undertaking a brief 'requirements analysis' and then an outline for your software design which might include diagrams to illustrate proposed form design and program structure.

2. Create a simple password entry form in which the user will enter a password and the program will check this against a stored string. The text box should display asterisks (*) as the user enters the password (see text box properties). The program should display a suitable message box to indicate the success or otherwise of the attempt.

3. Extend the previous program to include an initial form for registration where the user creates a username and password. The username will be an email address and a check should be made to ensure that this contains an @ character. The new password should be entered twice to ensure that the user is consistent. Once registered, the program should then display a login form as in question 2.