

Modal Dialog Boxes
GUI Programming
10 Points

The goal of this assignment is to become more familiar with programming modal dialog boxes and some standard GUI controls.

You are to create a program which launches a modal dialog box by clicking a button on the main form. The modal dialog should contain:

1. A group of three or more check boxes (CheckBox control)
2. A group of three or more options in a drop-down list box (ComboBox control with DropDownStyle set to DropDownList)
3. A single text box (TextBox control)
4. OK and Cancel buttons

The first time the dialog is displayed, it should have the default items selected (whatever you want). When the user changes any of the options (or enters text into the text box) and presses OK, the options should “stick,” meaning the next time the dialog box is shown, the same items will be selected, and the text entered should be visible in the text box. But if the user clicks Cancel, the options should show the last configuration when the dialog box is launched again.

The main form should display the text and options that were selected in the dialog box. You are free to implement this any way you want to. For example, if your drop-down list box allows the user to select red, green, or blue, then make the main form display the word red, green, or blue, or make the main form turn the selected color. Make it obvious that a particular option was selected from the dialog box.

You should create public properties to expose the settings of your dialog box. For your drop-down list box, you should create enumerated types. Create boolean properties for your checkboxes and a string property for your text box.

Make sure you follow the “usability principles” listed on your notes!

Zip up your project and submit it to Easel before the next class period.

