**Pseudocode Logic for GuessANumberGUI Application**

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Logic for Form Load Event

{

1. generate a random (number between 1 and 5)
2. (.Visible) equals false (to Hide the exit button)

}

Logic for Mouse Hover Event for Label that suggests there is a hint available

{

1. determine if the random number that was generated is 1
   1. if so, inform the user “*It’s not”* Radio Button 3
   2. if not, inform the user it is another Radio Button (random number – 1)

}

Logic for Mouse Leave Event for Label that suggests there is a hint available

{

1. Clear the display label (that informs the user which Radio Button it is not)

}

Logic for Checked Changed Event for Radio Button 1

{

1. if statement (to determine if Radio Button 1 was selected using (.Checked))
   1. if selected, determine if the random number is 1 by using if-else statement
      1. if it is,
         1. display the appropriate message
         2. make the exitButton visible using (.Visible) equals true
         3. set the focus to the exitButton
      2. otherwise
         1. display the appropriate message
         2. disable Radio Button 1 using (.Enabled) equals false.

}

Logic for Checked Changed Event for Radio Button 2

{

1. if statement (to determine if Radio Button 2 was selected using (.Checked))
   1. if selected, determine if the random number is 2 by using if-else statement
      1. if it is,
         1. display the appropriate message
         2. make the exitButton visible using (.Visible) equals true
         3. set the focus to the exitButton
      2. otherwise
         1. display the appropriate message
         2. disable Radio Button 1 using (.Enabled) equals false.

}

Logic for Checked Changed Event for Radio Button 3

{

1. if statement (to determine if Radio Button 3 was selected using (.Checked))
   1. if selected, determine if the random number is 3 by using if-else statement
      1. if it is,
         1. display the appropriate message
         2. make the exitButton visible using (.Visible) equals true
         3. set the focus to the exitButton
      2. otherwise
         1. display the appropriate message
         2. disable Radio Button 1 using (.Enabled) equals false.

}

Logic for Checked Changed Event for Radio Button 4

{

1. if statement (to determine if Radio Button 4 was selected using (.Checked))
   1. if selected, determine if the random number is 4 by using if-else statement
      1. if it is,
         1. display the appropriate message
         2. make the exitButton visible using (.Visible) equals true
         3. set the focus to the exitButton
      2. otherwise
         1. display the appropriate message
         2. disable Radio Button 1 using (.Enabled) equals false.

}

Logic for Checked Changed Event for Radio Button 5

{

1. if statement (to determine if Radio Button 5 was selected using (.Checked))
   1. if selected, determine if the random number is 5 by using if-else statement
      1. if it is,
         1. display the appropriate message
         2. make the exitButton visible using (.Visible) equals true
         3. set the focus to the exitButton
      2. otherwise
         1. display the appropriate message
         2. disable Radio Button 1 using (.Enabled) equals false.

}