**Pseudocode Logic for MovieSelectorGUI Application**

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Logic for Mouse Hover Event for the Movies ListBox

{

1. (.Enabled) equals true
2. (.Visible) equals true on the (Starting Times) Label that displays the contents.
3. (.Enabled) equals true
4. (.Visible) equals true on the (Selected Movie) label that displays the contents.

}

Logic for Mouse Leave Event for the Movies ListBox

{

1. clear the display label that displays the time (for the selected movie)
2. (.Visible) equals false (to hide the starting times label)
3. (.Visible) equals false (to hide the “select a movie” label)
4. ListBox’s (.SelectedIndex) equal to -1 (to deselect the selected movie)

}

Logic for Selected Index Changed Event for the Movies ListBox

{

1. if statement (determine if the first movie in the ListBox was selected using (.GetSelected(0))
   1. display the running time “running time” (using the array and subscript 0)
      1. Construct similar if statements for the remaining four movies in the ListBox
2. (.Visible) equals false to hide the “select a movie” label

}