Name: **MultiplicationGUI**

Description: **Chapter 7 – Programming Exercise 6b**

**Generate a multiplication table**

Write a C# GUI application that allows the user to enter an integer value. When the user clicks a button, display the result of multiplying the integer value the user entered by the numbers 2 through 10. The generateButton is to be designated as the Accept button. The terminateButton is to be designated as the Cancel button. Access Keys are to be assigned to all buttons on the GUI. Set the Tab index to a logical order. Design your GUI as shown.

Create a Click event method for the generateButton. Within the method, declare the necessary variables and appropriately convert user input. Store converted user input in the appropriate variable. Call a method that is responsible for performing the **multiplication and displaying the results to the user**.

Create a method that accepts the value the user entered. Within the method, perform the multiplication and display the results to the user. Items in the display label are to appear as shown.

Create a Click event method for the terminateButton. Its only task is to terminate the application.

Complete the Pseudocode Template document for this programming request. A printed version is due upon arrival to class on lab day.

Use your completed Pseudocode document to create the C# application. Create and save the application to your classroom USB flash drive.

GUI when started Sample Program Output

 