**Pseudocode Logic for SquaresGUI Application**

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Logic for Display Button Click Event

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1. Using **object initializer**
   1. We place **Square[]** (which is the name of the second class) before the array variable named **squareArray**
   2. Then we assign it to **new Square[10]**, giving it the number of slots for the array
2. Create a for loop **for(int index = 0; index < squareArray.Length; ++ index)**
   1. **squareArray[index]** –is assign to **new Square(index+1)** //in order to give a value to the variable **index**
   2. display the proper comment, value of the sides and areas

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Definition for Square Class

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Given on Handout

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