

In programming 1, we learnt more about C# and encapsulation. We kept on working with console applications but also learnt about creating forms in this class. A windows form application is an application which is designed to run on a computer, not on a web browser. It has a collection of controls such as labels, textboxes, list boxes, buttons and so on. The controls have their own properties. For instance, the text property allows us to specify the caption in the title bar of the window. We also learnt about different methods to manipulate a form and increase user friendliness. For example, we can use the ShowDialog method to show a form as a dialog box.

We also learnt how to add events in controls. These events are things that would occur when an action is performed. For instance, if we add an event on the next button in a form, the code in the event would take us to the next item in the form. We can also use activated event to update the data when the forms are activated. Apart from these, we learnt that we can handle certain exceptions and display an error message in a message box and prompt the user on their error and what they can do about it. While creating forms, we should also take into consideration the spacing between textboxes, labels and buttons. We should also make sure that our tabbing are in the correct order and is user friendly. Tabbing comes in handy when a user prefers to navigate the form only through his keyboard.

Additionally, we can also restrict the type of information a user can put in a particular textbox. For instance, in my Midterm Password Project, I made sure that people could only enter string values in the first and last name text boxes. Apart from using the form class and the controls in a form, I also used string functions and methods in this project. I used methods such as substring method that retrieves a substring from this instance. I also used arrays to create and store a list of the names, id and social security numbers. The type of form I created for this

project is non-interactive compared to our final project where we created multiple forms and displayed a splash screen while the forms were loading. However, I chose this project as it was very good start to practice creating forms and also a good practice to retain the basic string functions.

In this class, we learnt to use pre-programmed classes and one of the pre-programmed classes used in this project is the random class. The use of random class in this project was to generate random numbers for the student ID number. It made it very easy for us as the programmers to use this class instead of programming an extensive code to generate random numbers. When I look back at this project, I consider it to be an easy program. However, there are a few things that I would change. The exceptions were not handled but I would use preventive methods to ensure that the user would enter the correct information and reduce cases where exceptions would be thrown. Overall, in my opinion, this project was a subtle representation of concepts we learnt in class.