PROG1017

Memo

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| To: | Cathy Burchill |
| From: | Tony Power |
| Date: | October 6, 2022 |
| Re: | Lab # 2 |

Newer to visual studios I encountered my first problem right off the bat with keeping the Designer window up. Later, I figured out how to re-open any closed forms using the View > Solution Explorer window.

When encountering any minor code errors, I would refer to Google mainly and W3Schools.com has the best selection of tutorials and resources available.

Following your videos and examples I compiled the program in about 8 Hours total spanned between 4 days.

namespace POWER\_LAB2

//Lab 2 Was designed by Tony Power and fully compiled on 06/10/22, This lab is 2 small programs in one, one is a basic Multiplier calculator and the other is some info on my favourite video game.

{

public partial class Lab2\_Power : Form

{

public Lab2\_Power()

{

InitializeComponent();

}

private void label3\_Click(object sender, EventArgs e)

{

}

private void label5\_Click(object sender, EventArgs e)

{

}

private void btnPicture\_Click(object sender, EventArgs e)

{

//Show Picture Box

picDestiny.Show();

infBox.Hide();

}

private void btnData\_Click(object sender, EventArgs e)

{

//Show Data Box

infBox.Show();

picDestiny.Hide();

}

private void Lab2\_Power\_Load(object sender, EventArgs e)

{

}

private void btnExit\_Click(object sender, EventArgs e)

{

//Closes Application

this.Close();

}

private void btnHide\_Click(object sender, EventArgs e)

{

//Hide Picture Box and Info Box

picDestiny.Hide();

infBox.Hide();

}

private void btnReset\_Click(object sender, EventArgs e)

{

//Reset Number and Answer Forms

txtBox1.ResetText();

txtBox2.ResetText();

answerBox.ResetText();

}

private void infBox\_Click(object sender, EventArgs e)

{

}

private void btnCalculate\_Click(object sender, EventArgs e)

{

//Take Text From Box 1 and Box 2 And Display Multiplication in answer box

double txt1 = Convert.ToDouble(txtBox1.Text);

double txt2 = Convert.ToDouble(txtBox2.Text);

double sum = txt1 \* txt2;

answerBox.Text = sum.ToString();

}

private void picDestiny\_Click(object sender, EventArgs e)

{

//Add a message box that pops up when picture is clicked

MessageBox.Show("Destiny 2 one of my favourite games ever to exsist, Please Click the Data Button To Learn More! ","Tony Powers Favourite Game");

}

private void txtBox2\_TextChanged(object sender, EventArgs e)

{

}

}

}