HUMAN COMPUTER INTERACTION

"LAB 05"

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2021-BSE-032

VI -A

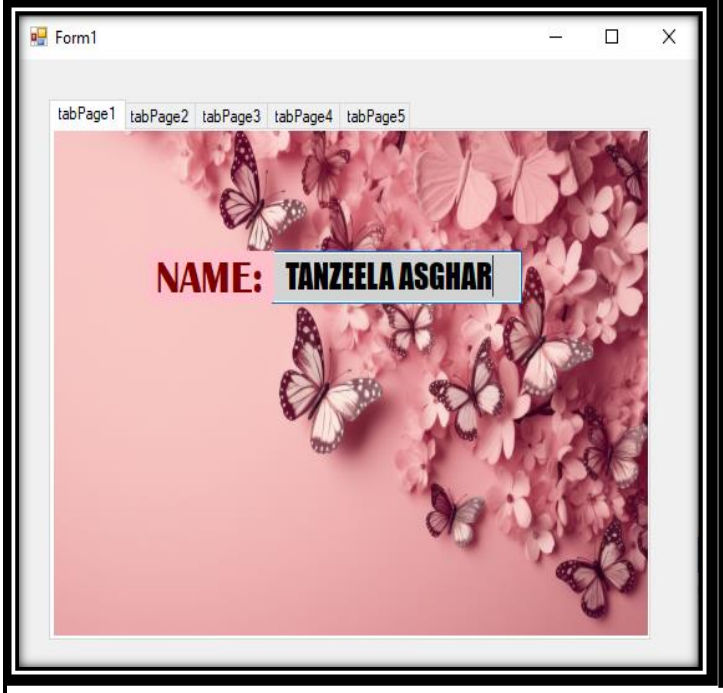
TASK 1

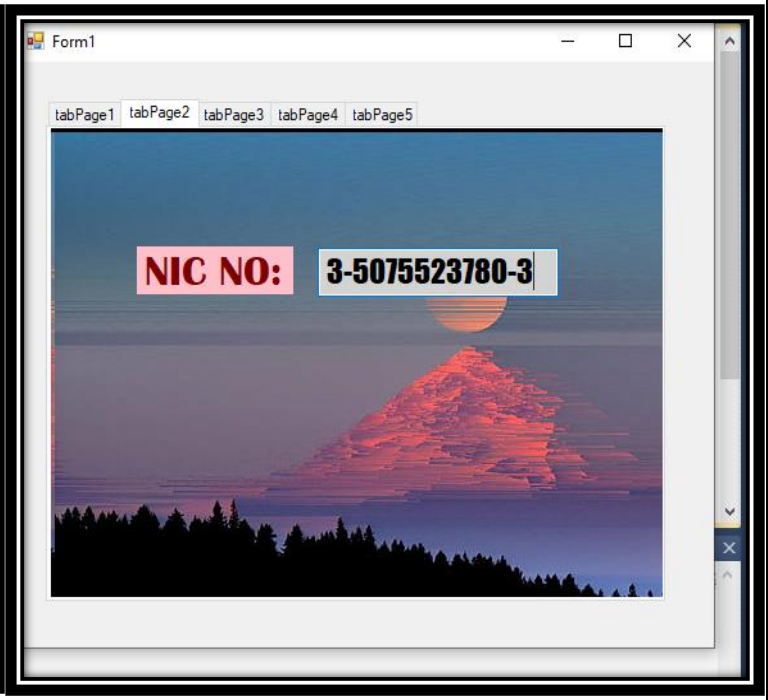
Create a user interface to take data from user in 5 different tabs
Tab 1 = Name
Tab 2 = NIC no
Tab 3 = Date of birth
Tab 4 = email address
Tab 5 = GPA
Also create a button Display which (on click display the details entered in Message box.

PROGRAM:

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Windows.Forms;
namespace HCI_LAB_5_1
{
public partial class Form1 : Form
{
public Form1()
{
InitializeComponent();
}
String name, nic, dob, email;
double gpa;
private void button1_Click(object sender, EventArgs e)
{
name = textBox1.Text;
nic = textBox2.Text;
dob = textBox3.Text;
email = textBox4.Text;
gpa = double.Parse(textBox5.Text);
MessageBox.Show("Name: " + name + "\nNIC # " + nic + "\nDate of Birth: " + dob +
"\nEmail: " + email
+"\nGPA: " + gpa);
}}}
```

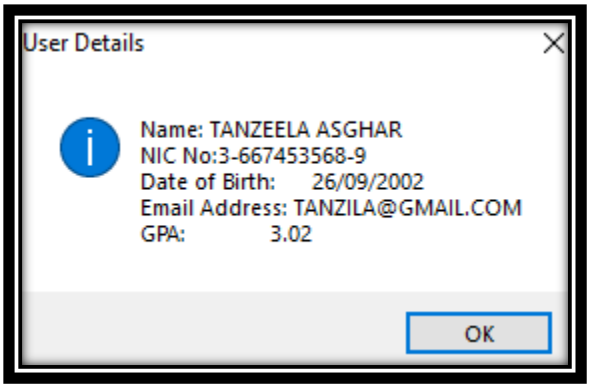
OUTPUT:


Form1
tabPage1
tabPage2
tabPage3
tabPage4
tabPage5
NAME:
TANZEELA ASGHAR


Form1
tabPage1
tabPage2
tabPage3
tabPage4
tabPage5
NIC NO:
3-5075523780-3


Form1
tabPage1
tabPage2
tabPage3
tabPage4
tabPage5
DOB:
26/09/2002


Form1
tabPage1
tabPage2
tabPage3
tabPage4
tabPage5
EMAIL:
TANZILA@GMAIL.COM



TASK 2:

Create a user interface for exam having 15 multiple choice question in 3 different tabs
Tab 1 (5 questions from Analytical)
Tab 2 (5 questions from English)
Tab 3 (5 questions from Quantitative)
Provide 5 options A,B,C,D,E for each question .User will be allowed to select only one option for each question. There will be a button SUBMIT EXAM when user press then all the answers should be displayed that were selected by the user.

PROGRAM:

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
```

```
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Windows.Forms;
namespace Lab_5_Task_2
{
public partial class Form1 : Form
{
String selectedText;
public Form1()
{
InitializeComponent();
}
private void button1_Click(object sender, EventArgs e)
{
string answer = " ";
if (radioButton1.Checked)
{
answer = answer + radioButton1.Text + "\n";
}
if (radioButton2.Checked)
{
answer = answer + radioButton2.Text + "\n";
}
if (radioButton3.Checked)
{
answer = answer + radioButton3.Text + "\n";
}
if (radioButton4.Checked)
{
answer = answer + radioButton4.Text + "\n";
}
if (radioButton76.Checked)
{
answer = answer + radioButton76.Text + "\n";
}
if (radioButton76.Checked)
{
answer = answer + radioButton76.Text + "\n";
}
if (radioButton6.Checked)
{
answer = answer + radioButton6.Text + "\n";
```

```
}
if (radioButton7.Checked)
{
answer = answer + radioButton7.Text + "\n";
}
if (radioButton8.Checked)
{
answer = answer + radioButton8.Text + "\n";
}
if (radioButton9.Checked)
{
answer = answer + radioButton9.Text + "\n";
}
if (radioButton10.Checked)
{
answer = answer + radioButton10.Text + "\n";
}
if (radioButton11.Checked)
{
answer = answer + radioButton11.Text + "\n";
}
if (radioButton12.Checked)
{
answer = answer + radioButton12.Text + "\n";
}
if (radioButton13.Checked)
{
answer = answer + radioButton13.Text +"\n";
}
if (radioButton14.Checked)
{
answer = answer + radioButton14.Text +"\n";
}
if (radioButton15.Checked)
{
answer = answer + radioButton15.Text +"\n";
}
if (radioButton16.Checked)
{
answer = answer + radioButton16.Text +"\n";
}
if (radioButton17.Checked)
{
answer = answer + radioButton17.Text +"\n";
```

```
}
if (radioButton18.Checked)
{
answer = answer + radioButton18.Text +"\n";
}
if (radioButton19.Checked)
{
answer = answer + radioButton19.Text +"\n";
}
if (radioButton20.Checked)
{
answer = answer + radioButton20.Text +"\n";
}
if (radioButton21.Checked)
{
answer = answer + radioButton21.Text +"\n";
}
if (radioButton22.Checked)
{
answer = answer + radioButton22.Text +"\n";
}
if (radioButton23.Checked)
{
answer = answer + radioButton23.Text +"\n";
}
if (radioButton24.Checked)
{
answer = answer + radioButton24.Text +"\n";
}
if (radioButton25.Checked)
{
answer = answer + radioButton25.Text +"\n";
}
if (radioButton26.Checked)
{
answer = answer + radioButton26.Text +"\n";
}
if (radioButton27.Checked)
{
answer = answer + radioButton27.Text +"\n";
}
if (radioButton28.Checked)
{
answer = answer + radioButton28.Text +"\n";
```

```
}
if (radioButton29.Checked)
{
answer = answer + radioButton29.Text +"\n";
}
if (radioButton30.Checked)
{
answer = answer + radioButton30.Text +"\n";
}
if (radioButton31.Checked)
{
answer = answer + radioButton31.Text +"\n";
}
if (radioButton32.Checked)
{
answer = answer + radioButton32.Text +"\n";
}
if (radioButton33.Checked)
{
answer = answer + radioButton33.Text +"\n";
}
if (radioButton34.Checked)
{
answer = answer + radioButton34.Text +"\n";
}
if (radioButton35.Checked)
{
answer = answer + radioButton35.Text +"\n";
}
if (radioButton36.Checked)
{
answer = answer + radioButton36.Text +"\n";
}
if (radioButton37.Checked)
{
answer = answer + radioButton37.Text +"\n";
}
if (radioButton38.Checked)
{
answer = answer + radioButton38.Text +"\n";
}
if (radioButton39.Checked)
{
answer = answer + radioButton39.Text +"\n";
```

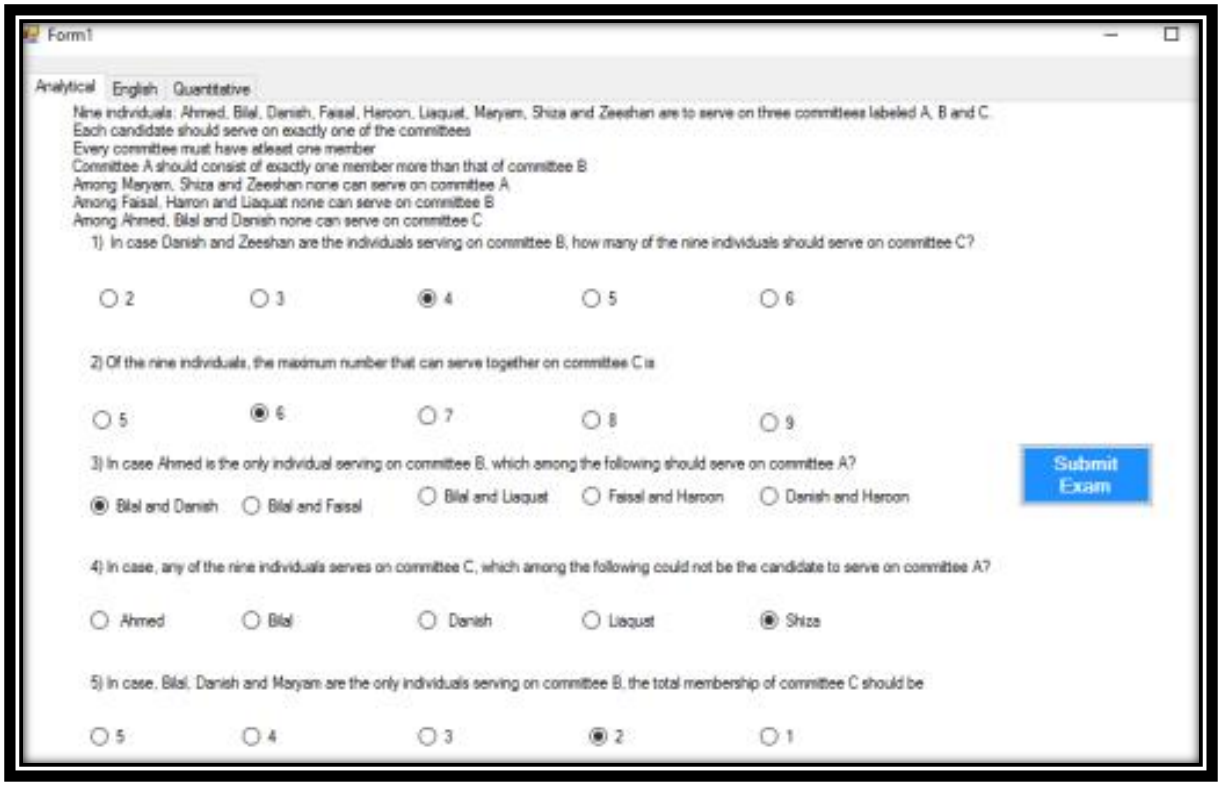
```
}
if (radioButton40.Checked)
{

answer = answer + radioButton40.Text +"\n";
}
if (radioButton41.Checked)
{
answer = answer + radioButton41.Text +"\n";
}
if (radioButton42.Checked)
{
answer = answer + radioButton42.Text +"\n";
}
if (radioButton43.Checked)
{
answer = answer + radioButton43.Text +"\n";
}
if (radioButton44.Checked)
{
answer = answer + radioButton44.Text +"\n";
}
if (radioButton45.Checked)
{
answer = answer + radioButton45.Text +”\n";
}
if (radioButton46.Checked)
{
answer = answer + radioButton46.Text +"\n";
}
if (radioButton47.Checked)
{
answer = answer + radioButton47.Text +"\n";
}
if (radioButton48.Checked)
{
answer = answer + radioButton48.Text +"\n";
}
if (radioButton49.Checked)
{
answer = answer + radioButton49.Text +"\n";
}
if (radioButton50.Checked)
{
```

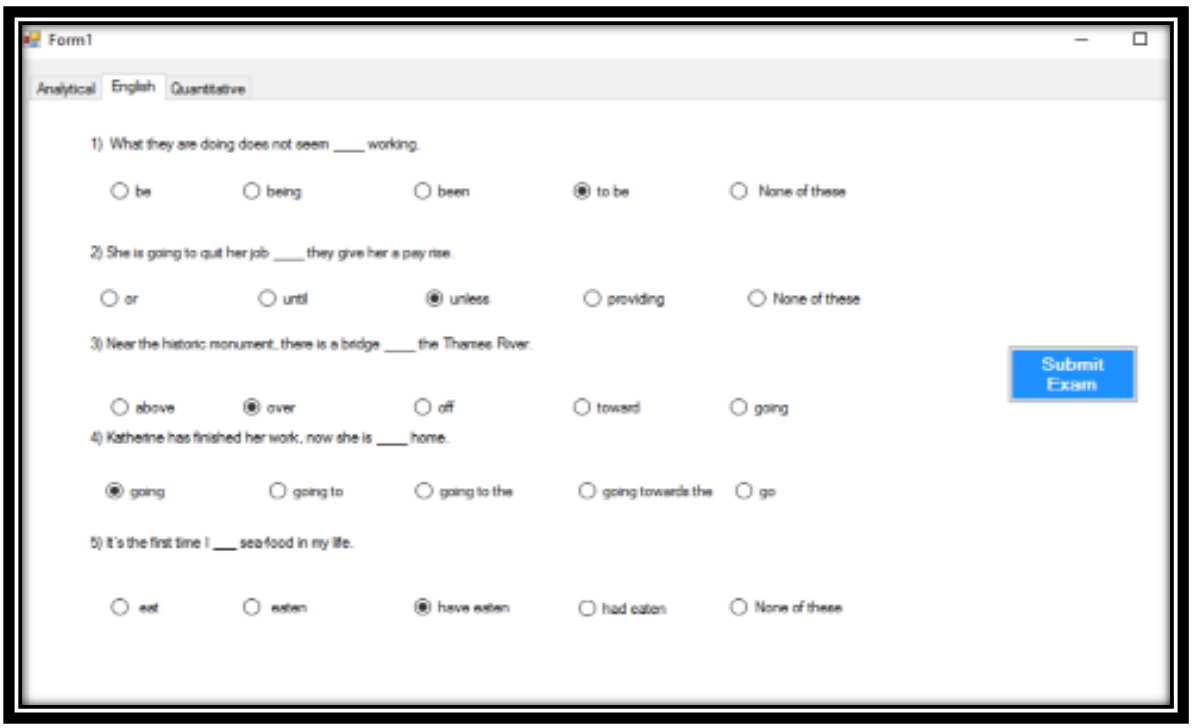
```
answer = answer + radioButton50.Text +"\n";
}
if (radioButton51.Checked)
{
answer = answer + radioButton51.Text +"\n";
}
if (radioButton52.Checked)
{
answer = answer + radioButton52.Text +"\n";
}
if (radioButton53.Checked)
{
answer = answer + radioButton53.Text +"\n";
}
if (radioButton54.Checked)
{
answer = answer + radioButton54.Text +"\n";
}
if (radioButton55.Checked)
{
answer = answer + radioButton55.Text +"\n";
}
if (radioButton56.Checked)
{
answer = answer + radioButton56.Text +"\n";
}
if (radioButton57.Checked)
{
answer = answer + radioButton57.Text +"\n";
}
if (radioButton58.Checked)
{
answer = answer + radioButton58.Text +"\n";
}
if (radioButton59.Checked)
{
answer = answer + radioButton59.Text +"\n";
}
if (radioButton60.Checked)
{
answer = answer + radioButton60.Text +"\n";
}
if (radioButton61.Checked)
{
```

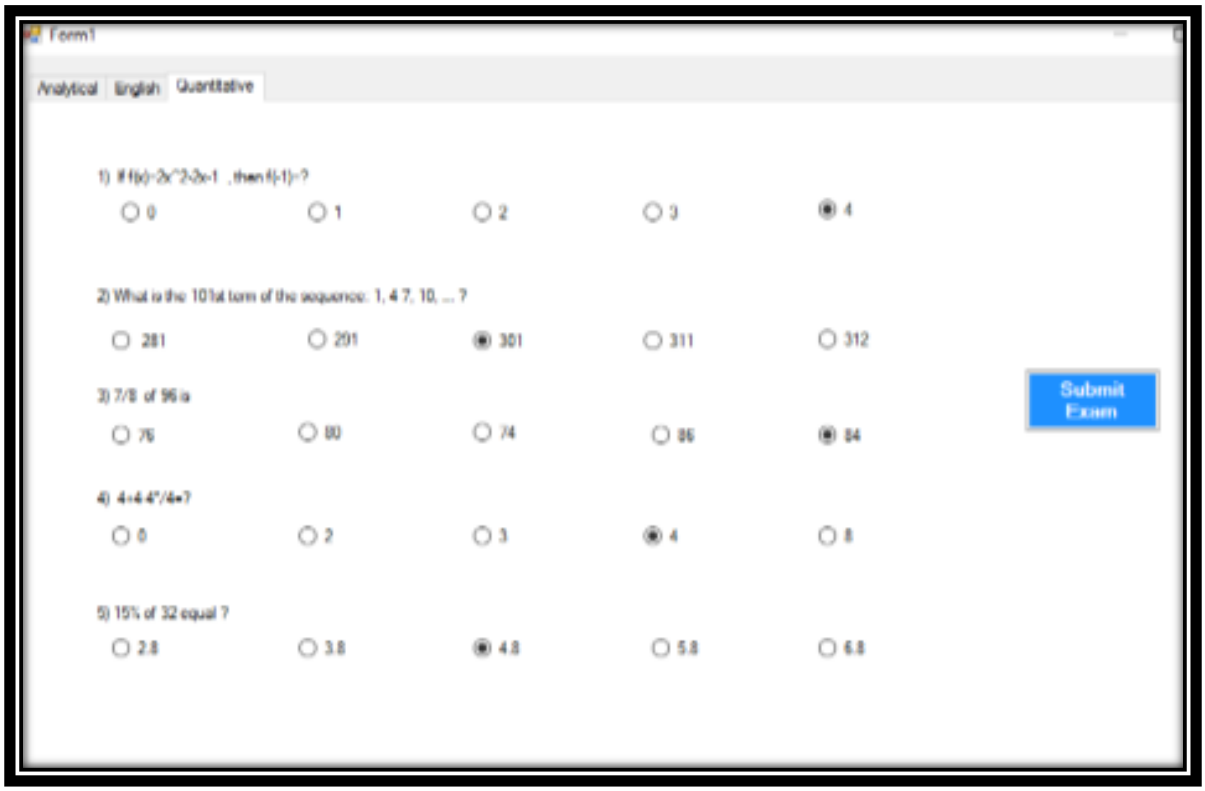
```
answer = answer + radioButton61.Text +"\n";
}
if (radioButton62.Checked)

{
answer = answer + radioButton62.Text +"\n";
}
if (radioButton63.Checked)
{
answer = answer + radioButton63.Text +"\n";
}
if (radioButton64.Checked)
{
answer = answer + radioButton64.Text +"\n";
}
if (radioButton65.Checked)
{
answer = answer + radioButton65.Text +"\n";
}
if (radioButton66.Checked)
{
answer = answer + radioButton66.Text +"\n";
}
if (radioButton67.Checked)
{
answer = answer + radioButton67.Text +"\n";
}
if (radioButton68.Checked)
{
answer = answer + radioButton68.Text +"\n";
}
if (radioButton69.Checked)
{
answer = answer + radioButton69.Text +"\n";
}
if (radioButton70.Checked)
{
answer = answer + radioButton70.Text +"\n";
}
if (radioButton71.Checked)
{
answer = answer + radioButton71.Text + "\n";
}
if (radioButton72.Checked)
```

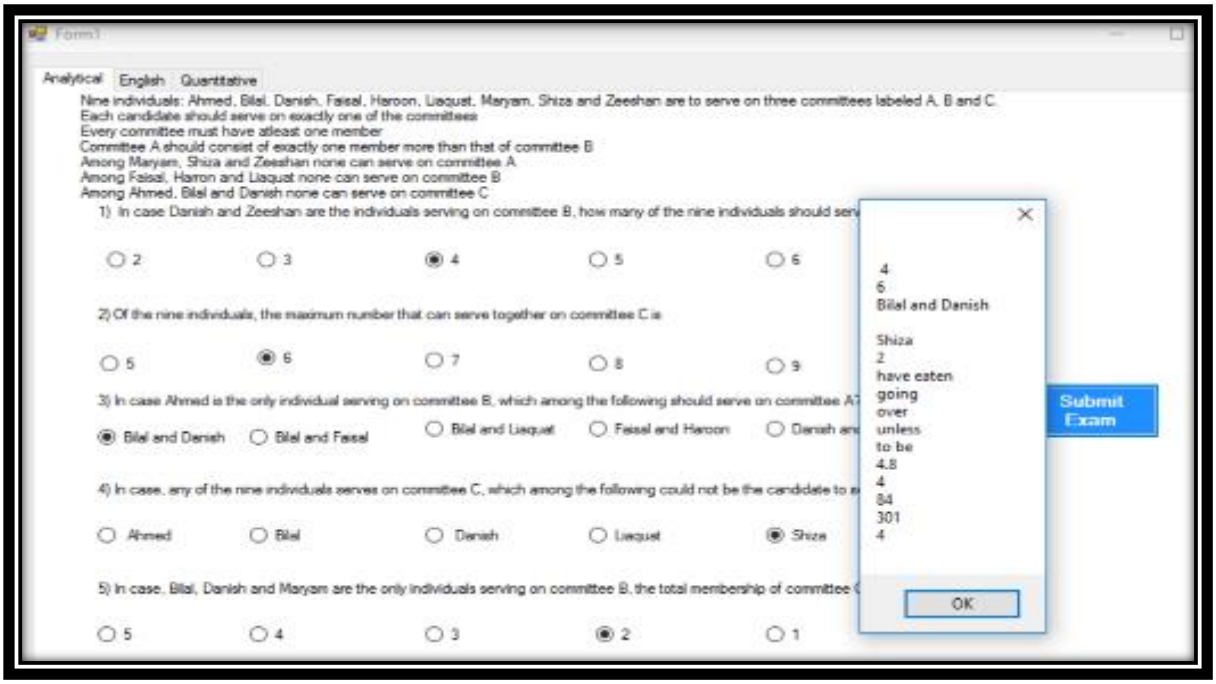
```
{
answer = answer + radioButton72.Text + "\n";
}
if (radioButton73.Checked)
{
answer = answer + radioButton73.Text + "\n";
}
if (radioButton74.Checked)
{
answer = answer + radioButton74.Text + "\n";
}
if (radioButton75.Checked)
{
answer = answer + radioButton75.Text + "\n";
}
MessageBox.Show(answer);
}}}
```

OUTPUT:




Form1
Analytical
English
Quantitative
1) What they are doing does not seem ____ working.
be
being
been
to be
None of these
2) She is going to quit her job ____ they give her a pay rise.
or
until
unless
providing
None of these
3) Near the historic monument, there is a bridge ____ the Thames River.
above
over
off
toward
going
4) Katherine has finished her work, now she is ____ home.
going
going to
going to the
going towards the
go
5) It's the first time I ___ seafood in my life.
eat
eaten
have eaten
had eaten
None of these
Submit Exam


Form1
Analytical
English
Quantitative
1) If f(x)=2x^2-2x+1 , then f(-1)=?
0
1
2
3
4
2) What is the 101st term of the sequence: 1, 4 7, 10, ... ?
281
291
301
311
312
3) 7/8 of 96 is
76
80
74
86
84
4) 4+4 4^/4=?
0
2
3
4
8
5) 15% of 32 equal ?
2.8
3.8
4.8
5.8
6.8
Submit Exam



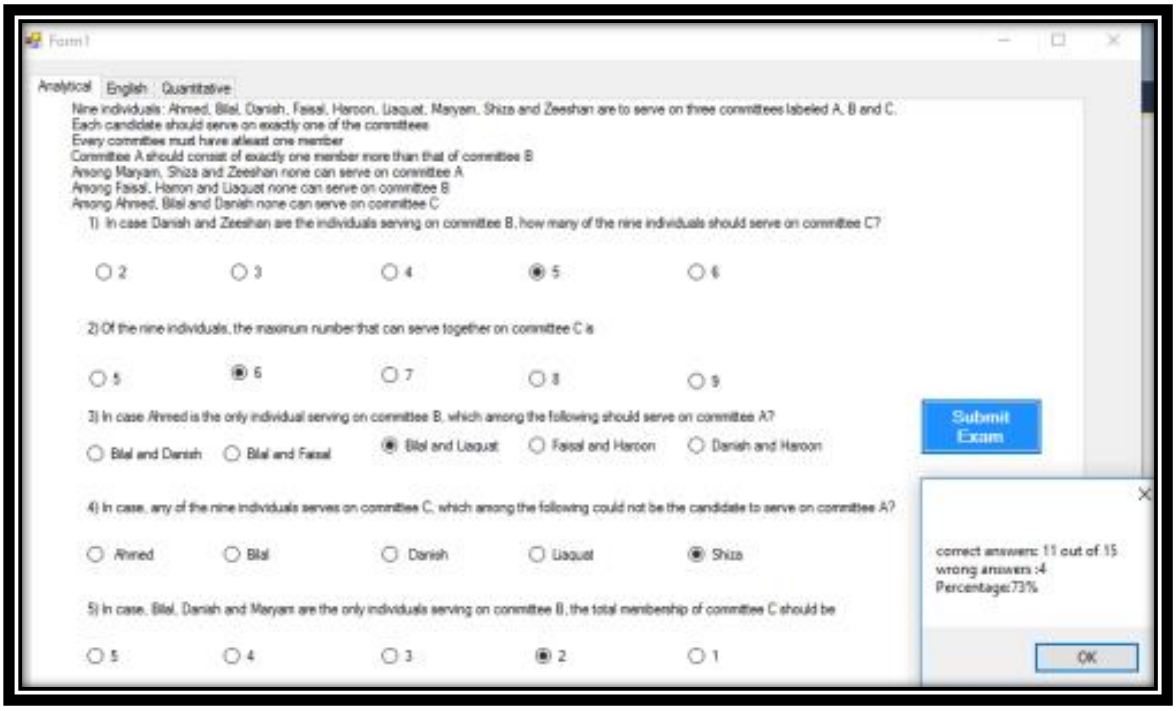
TASK 3:

Modify task # 02 now result should be displayed after submission of the exam
no of correct answers = 12
no of wrong answers = 3
Result = 80%
Note if user does not select any answer from the given choices then answer should be treated as wrong.

PROGRAM:

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Windows.Forms;
namespace Lab_5_Task_2
{
public partial class Form1 : Form
{
String selectedText;
public Form1()
{
InitializeComponent();
```

```
}
private void button1_Click(object sender, EventArgs e)
{{
int totalQuestions = 15; // 3 tabs with 5 questions each
int correctAnswers = 0;
int wrongAnswers = 0;
// Evaluate answers on first tab
if (radioButton3.Checked) correctAnswers++;
if (radioButton7.Checked) correctAnswers++;
if (radioButton11.Checked) correctAnswers++;
if (radioButton20.Checked) correctAnswers++;
if (radioButton24.Checked) correctAnswers++;
// Evaluate answers on second tab
if (radioButton47.Checked) correctAnswers++;
if (radioButton43.Checked) correctAnswers++;
if (radioButton39.Checked) correctAnswers++;
if (radioButton35.Checked) correctAnswers++;
if (radioButton28.Checked) correctAnswers++;
// Evaluate answers on third tab
if (radioButton72.Checked) correctAnswers++;
if (radioButton68.Checked) correctAnswers++;
if (radioButton61.Checked) correctAnswers++;
if (radioButton57.Checked) correctAnswers++;
if (radioButton53.Checked) correctAnswers++;
wrongAnswers = totalQuestions - correctAnswers;
float percentage = 0;
percentage = ((correctAnswers * 100) / 15);
// Display result
MessageBox.Show("correct answers: " + correctAnswers + " out of " +
totalQuestions +
"\nwrong answers :" + wrongAnswers + "\nPercentage:" + percentage +
"%");
}}}}
```



TASK 4:

Modify task # 03 Give user 5 minutes to complete the quiz
in start background color should be default
after 4 minutes the background color should be converted to Red
after 5 minutes message should be displayed "Times up " and result should be displayed.

PROGRAM:

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Windows.Forms;
namespace HCI_Lab_5
{
public partial class Form1 : Form
{
String selectedText;
public Form1()
{
InitializeComponent();
}
```

```
private void timer1_Tick(object sender, EventArgs e)
{
timer1.Enabled = true;
int fourmin = 60000;
int fivemin = 300000;
timer1.Interval = 300000;
timer1.Tick += timer1_Tick;
int remainingtime = fivemin;
timer1.Start();
remainingtime--;
if (remainingtime == fourmin)
{
tabPage1.BackColor = Color.Red;
tabPage2.BackColor = Color.Red;
tabPage3.BackColor = Color.Red;
}
if (timer1.Interval == fivemin)
{
timer1.Stop();
timer1.Dispose();
int totalQuestions = 15; // 3 tabs with 5 questions each
int correctAnswers = 0;
int wrongAnswers = 0;
// Evaluate answers on first tab
if (radioButton2.Checked) correctAnswers++;
if (radioButton10.Checked) correctAnswers++;
if (radioButton14.Checked) correctAnswers++;
if (radioButton18.Checked) correctAnswers++;
if (radioButton22.Checked) correctAnswers++;
// Evaluate answers on second tab
if (radioButton49.Checked) correctAnswers++;
if (radioButton43.Checked) correctAnswers++;
if (radioButton37.Checked) correctAnswers++;
if (radioButton35.Checked) correctAnswers++;
if (radioButton28.Checked) correctAnswers++;
// Evaluate answers on third tab
if (radioButton72.Checked) correctAnswers++;
if (radioButton68.Checked) correctAnswers++;
if (radioButton61.Checked) correctAnswers++;
if (radioButton57.Checked) correctAnswers++;
if (radioButton53.Checked) correctAnswers++;
wrongAnswers = totalQuestions - correctAnswers;
float percentage = 0;
percentage = ((correctAnswers * 100) / 15);
```

```
// Display result
MessageBox.Show("correct answers: " + correctAnswers + " out of " + totalQuestions +
"\nwrong answers :" + wrongAnswers + "\nPercentage:" + percentage + "%");
}}}}
```

OUTPUT: