

Department of Software Engineering

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Roll no :2021-BSE-032

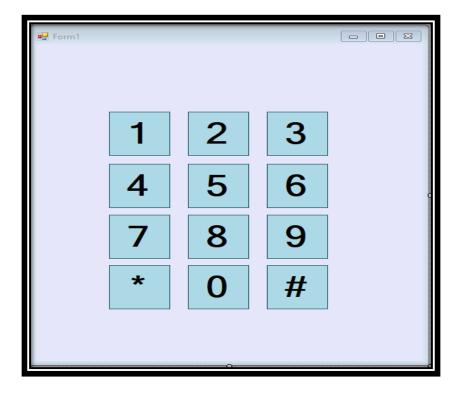
Course: Human Computer Interaction

Date: 6th December 2024

"Lab 1"

Task 1:

Create a GUI c# form Application which have 12 buttons (0-9), *,# (Like mobile Dialpad)Whatever button is pressed by user Message should be displayed



```
Form1.cs (Design)
🕏 labb1.Form1
   Jusing System;

using System.Collections.Generic;
using System.ComponentModel;
using System.Drawing;
using System.linq;
using System.Ext;
using System.Windows.Forms;
  □namespace labb1
         public partial class Form1 : Form
             public Form1()
                 InitializeComponent();
              private void button1_Click(object sender, EventArgs e)
                  MessageBox.Show("YOU HAVE PRESSED 1");
             private void button9_Click(object sender, EventArgs e)
{
                 MessageBox.Show("YOU HAVE PRESSED 2");
             private void button8_Click(object sender, EventArgs e)
                  MessageBox.Show("YOU HAVE PRESSED 3");
             private void button7_Click(object sender, EventArgs e)

                  MessageBox.Show("YOU HAVE PRESSED 4");
             }
             private void button2_Click(object sender, EventArgs e)
                  MessageBox.Show("YOU HAVE PRESSED 5");
              private void button6_Click(object sender, EventArgs e)
                  MessageBox.Show("YOU HAVE PRESSED 6");
             private void button5_Click(object sender, EventArgs e)
```

```
private void button5_Click(object sender, EventArgs e)
{
    MessageBox.Show("YOU HAVE PRESSED 7");
}

private void button4_Click(object sender, EventArgs e)
{
    MessageBox.Show("YOU HAVE PRESSED 8");
}

private void button3_Click(object sender, EventArgs e)
{
    MessageBox.Show("YOU HAVE PRESSED 9");
}

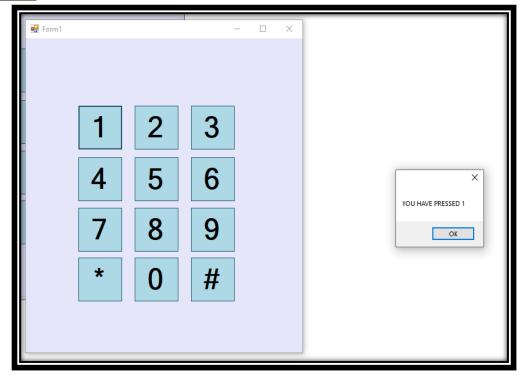
private void button11_Click(object sender, EventArgs e)
{
    MessageBox.Show("YOU HAVE PRESSED 0");
}

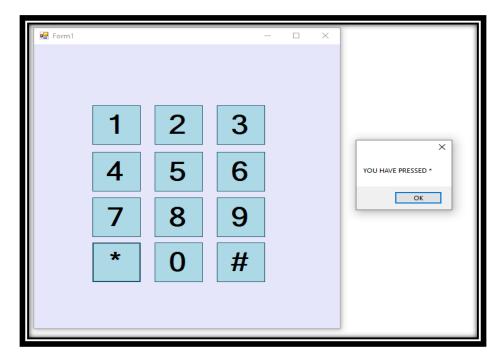
private void button12_Click(object sender, EventArgs e)
{
    MessageBox.Show("YOU HAVE PRESSED *");
}

private void button10_Click(object sender, EventArgs e)
{
    MessageBox.Show("YOU HAVE PRESSED *");
}

private void button10_Click(object sender, EventArgs e)
{
    MessageBox.Show("YOU HAVE PRESSED #");
}
```

OUTPUT:





TASK 2:

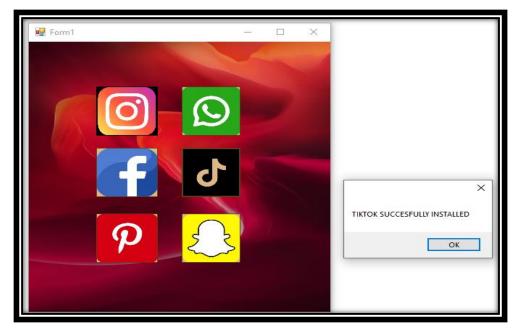
Create a GUI c# form Application which have at least 6 icons as a button, Whatever buttonis pressed user message is displayed



```
🕏 task2.Form1
   Swing System;
Using System.Collections.Generic;
Using System.ComponentModel;
Using System.Data;
Using System.Drawing;
Using System.Linq;
Using System.Text;
Using System.Windows.Forms;
   {
        public partial class Form1 : Form
             public Form1()
                  InitializeComponent();
             private void button1_Click(object sender, EventArgs e)
                  MessageBox.Show("INSTAGRAM SUCCESFULLY INSTALLED");
             private void button6_Click(object sender, EventArgs e)
                  MessageBox.Show("WHATSAPP SUCCESFULLY INSTALLED");
             private void button4_Click(object sender, EventArgs e)
                  MessageBox.Show("FACEBOOK SUCCESFULLY INSTALLED");
             private void button3_Click(object sender, EventArgs e)
                  MessageBox.Show("TIKTOK SUCCESFULLY INSTALLED");
             private void button5_Click(object sender, EventArgs e)
                  MessageBox.Show("PINTEREST SUCCESFULLY INSTALLED");
             private void button2_Click(object sender, EventArgs e)
                  MessageBox.Show("SNAPCHAT SUCCESFULLY INSTALLED");
```

Output:





Task3:

Create a GUI c# form Application which take following data as input

Name

Reg#

Semester

CGPA

Subject

Credit hours

There should be a button (SAVE) in the application against each, when user press save button, data entered by user should be saved in some variable(s) (Apply variable conversion where applicable) There should also be a (DISPLAY) button when pressed should display all the data in one messagebox.

```
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 ass
public partial class Form1: Form
public Form1()
InitializeComponent();
private void label1_Click(object sender, EventArgs e)
private void label4_Click(object sender, EventArgs e)
private void label5_Click(object sender, EventArgs e)
private void textBox1_TextChanged(object sender, EventArgs e)
private void textBox2_TextChanged(object sender, EventArgs e)
private void label6_Click(object sender, EventArgs e)
```

```
private void textBox3_TextChanged(object sender, EventArgs e)
private void textBox4_TextChanged(object sender, EventArgs e)
private void textBox6_TextChanged(object sender, EventArgs e)
private void textBox5_TextChanged(object sender, EventArgs e)
private void Form1_Load(object sender, EventArgs e)
private void button2_Click(object sender, EventArgs e)
string temp1 = textBox1.Text;
string temp2 = textBox2.Text;
string temp3 = textBox3.Text;
string temp4 = textBox4.Text;
string temp5 = textBox5.Text;
string temp6 = textBox6.Text;
MessageBox.Show(temp1 + Environment.NewLine + temp2 + Environment.NewLine +
temp3 + Environment.NewLine + temp4 + Environment.NewLine + temp5 +
Environment.NewLine +
temp6);
private void button3_Click(object sender, EventArgs e)
MessageBox.Show("All values are saved ");
private void button6_Click(object sender, EventArgs e)
MessageBox.Show("All values are saved ");
private void button5_Click(object sender, EventArgs e)
MessageBox.Show("All values are saved ");
```

```
private void button4_Click(object sender, EventArgs e)
{
   MessageBox.Show("All values are saved ");
}
private void button8_Click(object sender, EventArgs e)
{
   MessageBox.Show("All values are saved ");
}
private void button7_Click(object sender, EventArgs e)
{
   MessageBox.Show("All values are saved ");
}
}
```

Output:

