This application will consist of two windows.

The first window will contain:

….a menu system

File

Exit – close the program (3 points) (play sound (3 points))

Help

About – display a message box with the following information

Programmed By, Date Completed, Copyright (6 points)

…a series of check boxes (areas to include) (2 point each)

Classrooms, Restrooms, Hallways, Elevator, Closets, Office, Auditorium,

Display Area, Server Room, Stairs, and Unknown

…and two push buttons

View selections (6 points) (play sound (3 points))

Reset selections (6 points) (play sound (3 points))

 The second window will contain:

…complete structural layout out of the first floor of the JBC building (35 points)

…legend explaining the color codes (4 points)

…single push button

Return to main selection –

First window (6 points), Play sound (3 points)

 Actions to take:

When the program begins, the first window should be displayed with all check boxes unchecked. The user may select as many or as few check boxes as they desire. If no check boxes are checked and the user pushes the view selection button, then the second window will display only the skeletal design of the building, with no legend.

Back on the first window, if a user places check marks in the selected check boxes and chooses to view selections, the program should draw (and fill) the selected areas on the second window, and display the appropriate legend for each colored item.

If a user selects the reset selections push button, then uncheck all check boxes as though the application had started new. Keep in mind that only one window should be visible at a time.