57

99

## Fig. 2.41 | Calendar and appointments GUI.

c) Adding a MonthCalendar control to the Form. Add this control to the Form and center it the Form horizontally, as shown. Set the Label's Text properties to match Fig. 2.41. Use 12-point font size. Also, set the BackColor property to Yellow.

d) Adding a RichTextBox control to the Form. Add a RichTextBox control to the Form and horizontally in the appropriate place between the two Labels.

center it below the second Label. Resize the RichTextBox accordingly.

(Calculator GUI) Create the GUI for the calculator as shown in Fig. 2.42.



## Fig. 2.42 | Calculator GUI.

tor. Change the Font property to 9pt Segoe UI. Change the Size property of the Form a) Manipulating the Form's properties. Change the Text property of the Form to Calcula-

b) Adding a TextBox to the Form. Set the TextBox's Text property in the Properties window to 0. Stretch the TextBox and position it as shown in Fig. 2.42. Set the TextAlign property to 0. Stretch the TextBox and position it as shown in Fig. 2.42. Adding the first Panel to the Form. Panel controls are used to group other controls. Add erry to Right—this right aligns text displayed in the TextBox.

a Panel to the Form. Change the Panel's BorderStyle property to Fixed30 to make the inside of the Panel appear recessed. Change the Size property to 90, 120. This Panel 0

d) Adding the second Panel to the Form. Change the Panel's BorderStyle property we Fixed3D. Change the Size property to 62, 120. This Panel will contain the calculators.

operator keys.

- e) Adding the third (and last) Panel to the Form. Change the Panel's BorderStyle property to Fixed3D. Change the Size property to 54, 62. This Panel contains the calculator's  ${\bf C}$ (clear) and C/A (clear all) keys.
  - Adding Buttons to the Form. There are 20 Buttons on the calculator. Add a Button to the Panel by dragging and dropping it on the Panel. Change the Text property of each appear on the face of the Button. Finally, resize the Buttons, using their Size properties. Each Button labeled 0-9, \*, /, -, = and . should have a size of 23, 23. The 00 Button has Button to the calculator key it represents. The value you enter in the Text property will size 52, 23. The OFF Button has size 54, 23. The + Button is sized 23, 81. The C (clear) and C/A (clear all) Buttons are sized 44, 23.
- (Alarm Clock GUI) Create the GUI for the alarm clock as shown in Fig. 2.43. 2.10



## Fig. 2.43 | Alarm clock GUI.

- a) Manipulating the Form's properties. Change the Text property of the Form to Alarm Clock. Change the Font property to 9pt Segoe UI. Change the Size property of the Form
- b) Adding Buttons to the Form. Add seven Buttons to the Form. Change the Text property of each Button to the appropriate text. Align the Buttons as shown.
  - c) Adding a GroupBox to the Form. GroupBoxes are like Panels, except that GroupBoxes display a title. Change the Text property to AM/PM, and set the Size property to 100, 50. Center the GroupBox horizontally on the Form.
- d) Adding AM/PM RadioButtons to the GroupBox. Place two RadioButtons in the GroupBox. Change the Text property of one RadioButton to AM and the other to PM. Align the RadioButtons as shown.
  - Adding the time Labe I to the Form. Add a Labe I to the Form and change its Text property Use the Font property to make the time bold and 12pt. Change the ForeColor to Silto 00:00:00. Change the BorderStyle property to Fixed3D and the BackColor to Black. ver (located in the Web tab) to make the time stand out against the black background. Position the Label as shown.
- (Radio GUI) Create the GUI for the radio as shown in Fig. 2.44. [Note: The image used in ercise is located in the examples folder for Chapter 2.]
  - a) Manipulating the Form's properties. Change the Font property to 9pt Segoe UI. Change the Form's Text property to Radio and the Size to 427, 194.
- b) Adding the Pre-set Stations GroupBox and Buttons. Set the GroupBox's Size to 180, 55 and its Text to Pre-set Stations. Add six Buttons to the GroupBox. Set each one's Size to 23, 23. Change the Buttons' Text properties to 1, 2, 3, 4, 5, 6, respectively.
- Adding the Speakers GroupBox and CheckBoxes. Set the GroupBox's Size to 120, 55 and its Text to Speakers. Add two CheckBoxes to the GroupBox. Set the Text properties for the CheckBoxes to Rear and Front.