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ITS-440

Lab 3

1. Build an app that has a user interface for ordering a product. Include the following.

a. A list from which you can select a product (determine your own list of 10 products).

b. Determine a quantity using Stepper control.

c. A DatePicker where you can enter the date on which you want the product delivered.

d. A TimePicker to enter a time during the day after which the package should be

delivered.

e. A list to select a payment method.

f. A button to submit the order.

g. A label that summarizes your order.

