# CS 1400 Fundamentals of Programming

## Programming Project 1: Simple Tip Calculator

### Objective:

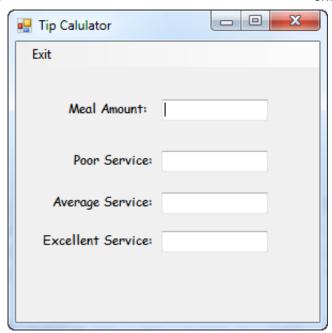
The objective of this project is to test your ability to create a small Graphical User Interface (GUI) program that does some simple arithmetic. In this project you will create a program that will help you calculate the tip on your next meal.

#### The Interface

You should design your own interface. However, it must provide the functionality described here and it should be easy and intuitive to use.

- Your interface must include a MenuStrip with an **Exit** menu item and an **About** menu item (see lab #4).
- Your interface must provide a TextBox where the user will enter in the cost of their meal.
- When the user enters a value and tabs out of this TextBox, your program will calculate three possible tip amounts (see lab #5):
  - 1. For excellent service calculate a tip that is 20% of the cost of the meal.
  - 2. For average service, calculate a tip that is 15% of the cost of the meal.
  - 3. For poor service, calculate a tip that is 10% of the cost of the meal.
- Your interface must provide a way to show the tip amounts you calculated. In my example I used TextBoxes.
- Show all output as dollars and cents correct to 2 decimal places.
- Your interface should label all of the TextBoxes appropriately.

Here is an example of what your interface could look like:



You can get a working example of this program here.

## File(s) to Submit:

Before you submit your program test it with several different meal values to make sure that it works correctly. Be sure that your program conforms to the style guidelines and that it is properly documented. Then place your complete project folder into a zip file and name the zip file proj\_o1\_your-initials\_V1.o.zip. For example, I would name my file proj\_o1\_RKD\_V1.o.zip. Submit this assignment as Project #1 on Canvas.

## Grading Criteria

Description	Points possible	Your points
Your User Interface has an exit and an about menu item. Your interface is intuitive and easy to use.	5	
Your program has a TextBox where the user enters the cost of a meal. When the user enters a value and tabs out of this TextBox, your program correctly calculates and displays the three possible tip amounts (10%, 15%, and 20%).	10	
Your program conforms to the style guide.	5	
Total	20	
Early Bonus (3 points) or Late Penalty (20% per day)		