

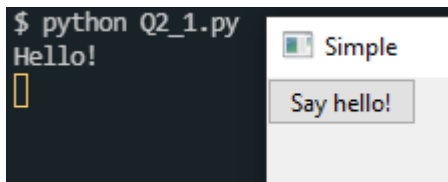
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Software Engineering Lab

Direction Lab #2

20th January 2022

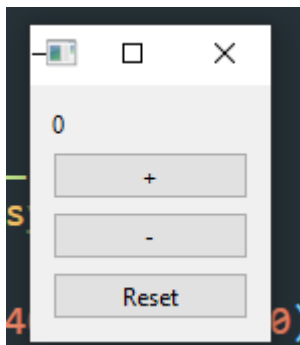
1. Modify program 2.1 to display text "Hello World!" on output screen.



Ok

Checked by P'Game

2. Modify program 2.2 by adding reset button to reset number to 0.

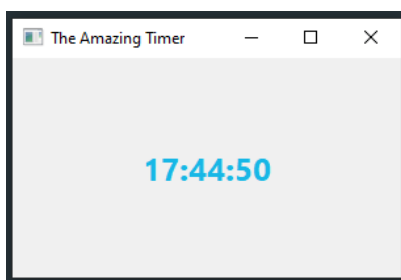


Ok

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3. Create digital clock window to display current time (look at program 2.3 for how to use periodic timer).

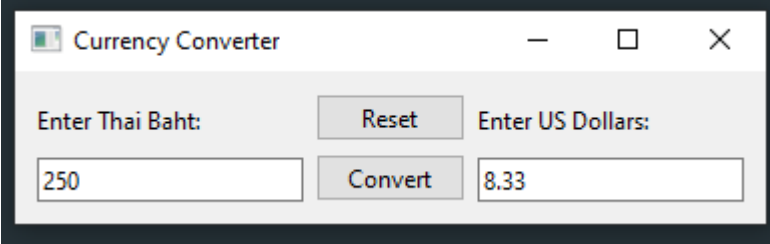
To get current time use time module and call:
`time.strftime("%X")`



Ok

Checked by P'Game

4. Create an application to convert from Thai Baht to US Dollar and vice versa (assume that 1 USD = 30 THB).



The screenshot shows a window titled "Currency Converter". It contains two text input fields. The first field is labeled "Enter Thai Baht:" and contains the number "250". The second field is labeled "Enter US Dollars:" and contains the number "8.33". Between these two fields are two buttons: "Reset" and "Convert".

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Ok

Homework: Draft a design for a simple GUI application based on your own idea. Try applying what you have learned in this lab to create a prototype from that design. The GUI should at least contain textboxes, labels and buttons.