**Obtaining a Value from the User (Textbox)**

An application is more flexible when values can be entered, or input, at the run time. A textbox object is one way to allow users to enter values. For example, the next application will include a textbox for the user to type a value for the length of the side:

A label is often placed near a text box to tell the user what kind of input is expected. This label is called the *prompt*.

The TextBox control has these most used properties:

* **(Name)** identifies a control for the programmer. TextBox object names should begin with txt.
* **Text** is what is displayed in the text box.
* **TextAlign** sets the alignment of text relative to the text box.

**Assignment:**

1. **Create a New Project and name it Square Area**
2. **Create the Interface**
   1. Use the table below for setting object properties

|  |  |  |
| --- | --- | --- |
| **Object** | **(Name)** | **Text** |
| Form1 |  | Square Area |
| Label1 | lblQuestion | Enter the length of a side: |
| Label2 | LblAnswer | *empty* |
| Button1 | Btn Answer | Answer |
| TextBox | txtSide | *empty* |

1. **Program Code**
   1. Display the code window and then enter the following code:
   2. Dim side As Integer
   3. Dim area As Integer
   4. Side = Val(me.txtSide.Text)
   5. Area = side \* side
   6. Me.lblAnswer.Text = area
2. **Run the application**.
   1. Type 7 in the text box and then click Answer. The area 49 is displayed. Replace text box contents by typing a 4 in the text box, but do not click Answer. Note the previous answer is still displayed. Close the application.
3. **Add a TextChanged Event Procedure**
   1. Create a txtSlide\_TextChanged event procedure and then add this statement

‘Clear the current answer when the user begins to type a new value

Me.lblAnswer.Text = “”

1. **Get Ticked Off.**