

namespace Change\_Counter

{

public partial class Form1 : Form

{

// initialize the constant fields

decimal FIVE\_CENTS\_VALUE = .05m;

decimal TEN\_CENTS\_VALUE = .1m;

decimal TWENTY\_FIVE\_CENTS\_VALUE = .25m;

decimal FIFTY\_CENTS\_VALUE = .50m;

//field variable to hold the total for the screen

private decimal total = 0m;

public Form1()

{

InitializeComponent();

}

private void exitButton\_Click(object sender, EventArgs e)

{

//closes program

this.Close();

}

private void fiveCentsPictureBox\_Click(object sender, EventArgs e)

{

//adds 5 cents to the total

total += FIVE\_CENTS\_VALUE;

//sets new total to the value of the totalLabel

totalLabel.Text = total.ToString("c");

}

private void tenCentsPictureBox\_Click(object sender, EventArgs e)

{

//adds 10 cents to the total

total += TEN\_CENTS\_VALUE;

//sets new total to the value of the totalLabel

totalLabel.Text = total.ToString("c");

}

private void twentyFiveCentsPictureBox\_Click(object sender, EventArgs e)

{

//adds 25 cents to the total

total += TWENTY\_FIVE\_CENTS\_VALUE;

//sets new total to the value of the totalLabel

totalLabel.Text = total.ToString("c");

}

private void fiftyCentsPictureBox\_Click(object sender, EventArgs e)

{

//adds 50 cents to the total

total += FIFTY\_CENTS\_VALUE;

//sets new total to the value of the totalLabel

totalLabel.Text = total.ToString("c");

}

private void clearButton\_Click(object sender, EventArgs e)

{

//wanted to add a clear button jsut because

totalLabel.Text = "";

}

}

}