Overview

Exercise\_15\_5 allows users to enter strings into a textbox and to give as input to a listBox that sorts them alphabetically and uses a LoginPasswordUserControl that was imported to allow, and make the user enter login and password information.

### PROCESSING LOGIC

App Logic:

1. User enters login
2. User enters password
3. User presses loginEnterButton
4. login and password information is added to listbox
5. User enters string
6. When user presses Return key or EnterButton
7. Add string from textbox to listbox
8. Clear textbox
9. Return to 1

### DATA (INPUT/OUTPUT)

Input: string

Output: strings: sorted alphabetically

### COMPONENTS (SOURCE CODE NAMES, CLASSES, METHODS)

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| **Exercise\_15\_5** |
|  |
| -textbox1\_KeyDown(object, KeyEventArgs): void  -UserEnterButton\_Click(object, EventArgs): void  -LoginEnterButton\_Click(object, EventArgs): void |

### TESTING

Scenario 1 – Basic test

Steps to test:

1. Start program
2. Enter “Catop” for login
3. Enter “Doggo” for password
4. Press LoginEnterButton
5. Exit program

Expected reaction:

UserTextBox and UserEnterButton should be disabled until a login and password is entered. Once entered, the login and password should be added to the listbox and the LoginPasswordUserControl and button should no longer be visible.

Actual result:

Expected reaction was actual result. Program works.

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