Johnny Brinsko

CISC 192 / C++

9:35-12:40 T-Th

Program 1 It's About Time

Manager's Status Report

1. My biggest hurdle was echoing back the account number and password in a label for a few seconds, then automatically move on to the clock input screen. After hours of searching, I made a timer. Each tick of the timer will increment some variable by one. When that variable reaches 5, the if statement deploy the function which sets up the clock input screen.

2. I was proud to complete the draw clock. That was a test of my trigonometry lessons, which I need to be attuned for my Calculus classes. I didn't bother taking notes in class, so I had to figure it out on my own. I also cut and pasted a lot of art to make the clock and Pink Floyd LP background with the clock face pasted inside of the LP. I will also use github to post my projects and will commit regularly throughout my coding process. <http://github.com/brinskoj>

3. I told Tim and Jeremy about the use of other events for things like a text box. Jeremy wanted to write text in the textbox. Then when the user clicks on the text box, that text erases. You can use “\n” as the Text property for the text box on a MouseClick event.

4. Tim told me about the use of \n as a null value in text box properties. I considered using this but ended up not using it in this program. I will probably use it in a future program for sure.

5. STARS:

Demo steps #1 - #4 by 16 October.

Demo steps #1 - #5 by 18 October.

Include in the story board your tentative plans for all your stars.

Include all the graphic images, fonts, colors, etc. You plan to use.

Continuously display the current time.

Throughout the program, play the sound of a clock ticking in the background.

Create a colorful “time” motif using different images throughout your program.

Display leading zeros for single digit numbers.