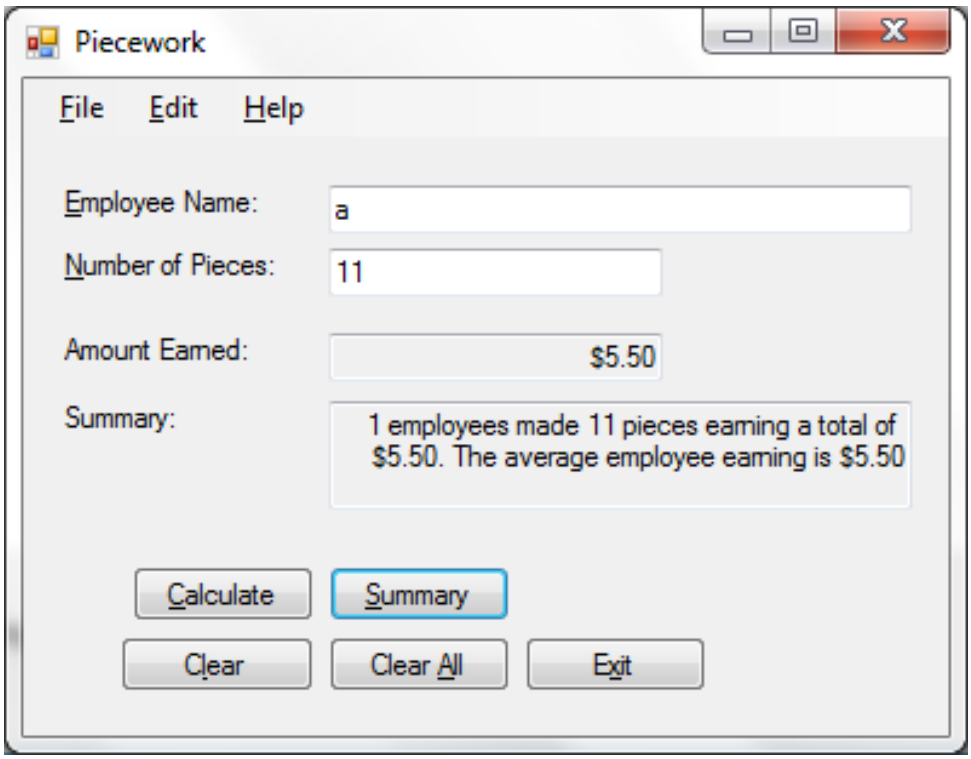
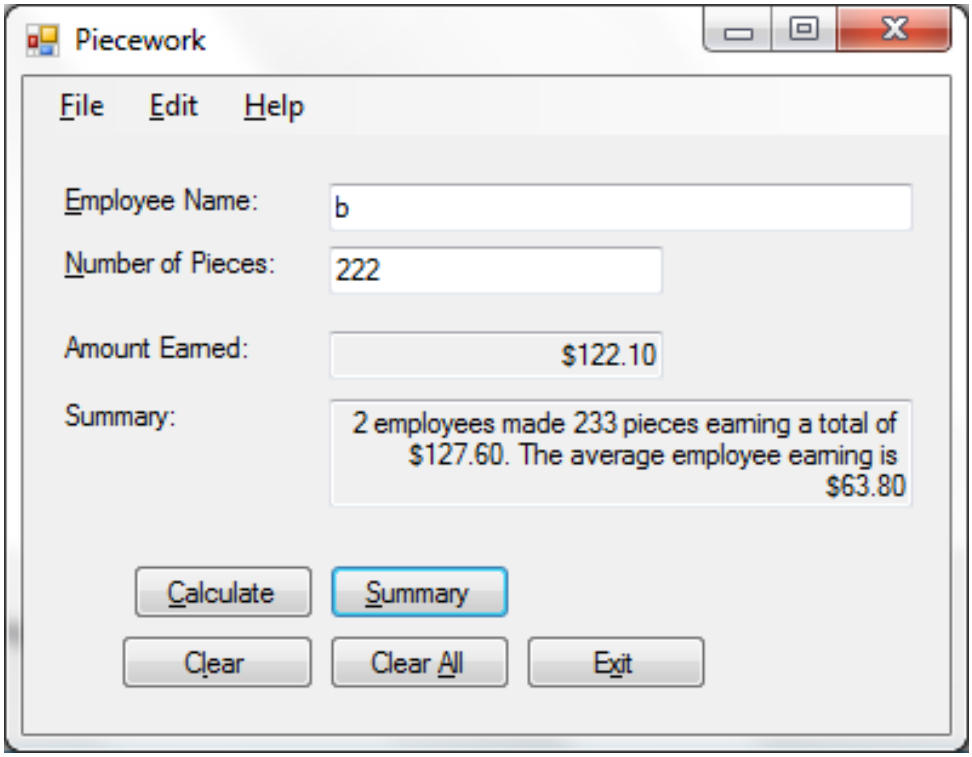
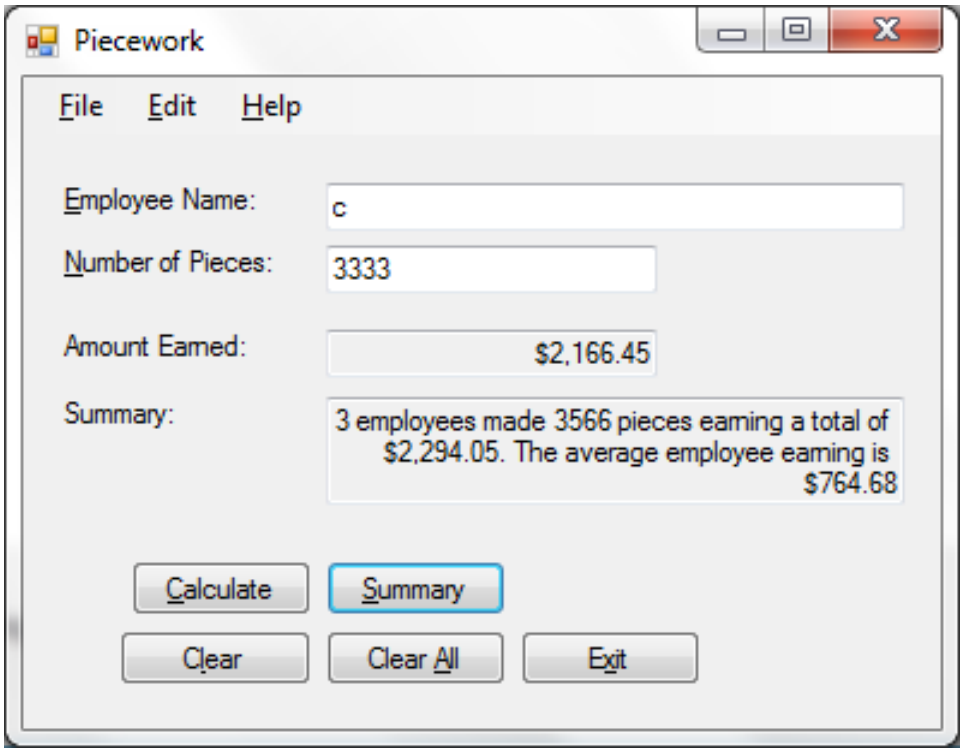
Lab 5 by Bryant Tunbutr






Piecework
File
Edit
Help
Employee Name:
c
Number of Pieces:
3333
Amount Earned:
$2,166.45
Summary:
3 employees made 3566 pieces earning a total of $2,294.05. The average employee earning is $764.68
Calculate
Summary
Clear
Clear All
Exit

Source code for PieceworkForm.cs

```
/*
* Project: EX0406 - Exercise 5.1
* Programmer: Bryant Tunbutr
* Date: October 4 2012
* Description: Calculates and displays the amount an employee earns for producing items.
* Upgraded with menu options. I certify that the code below is my own work.
*/

using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Text;
using System.Windows.Forms;

namespace EX0406
{
    public partial class pieceWorkForm : Form
    {

        // Declare the variables.
        int piecesInt, totalPiecesInt, employeesInt;
        decimal amountEarnedDec, amountTotalEarnedDec, averageAmountEarnedDec;
        public pieceWorkForm()
        {
            InitializeComponent();
        }

        private void calculateButton_Click(object sender, EventArgs e)
        {
            try
            {
                if (piecesTextBox.Text != "")
                    {
                // Convert input values to numeric and assign to variables.
                piecesInt = int.Parse(piecesTextBox.Text);

                // Calculate values.
                if (piecesInt < 200)
                {
                    amountEarnedDec = piecesInt * 0.5m;
                    amountEarnedTextBox.Text = amountEarnedDec.ToString("C");
                }
                else
                    if (piecesInt < 400 && piecesInt > 199)
                {
                    amountEarnedDec = piecesInt * 0.55m;
                    amountEarnedTextBox.Text = amountEarnedDec.ToString("C");
                }
                if (piecesInt < 600 && piecesInt > 399)
                {
                    amountEarnedDec = piecesInt * 0.60m;
                    amountEarnedTextBox.Text = amountEarnedDec.ToString("C");
                }
                if (piecesInt > 599)
                {
                    amountEarnedDec = piecesInt * 0.65m;
                    amountEarnedTextBox.Text = amountEarnedDec.ToString("C");
                }
```

```
                // Add to summary totals.
                employeesInt++;

                    }
                else MessageBox.Show("Missing data entry"); ;
        }
            catch
            {
                MessageBox.Show("Bad input");
            }
            if (nameTextBox.Text == "")
                 {MessageBox.Show("Missing data entry"); }
        }


        private void summaryButton_Click(object sender, EventArgs e)
        {
            if (piecesTextBox.Text == "")
                 {MessageBox.Show("Missing data entry"); }
            if (nameTextBox.Text == "")
                 {MessageBox.Show("Missing data entry"); }
            // Add to summary totals.

            totalPiecesInt += piecesInt;
            amountTotalEarnedDec += amountEarnedDec;
            averageAmountEarnedDec = amountTotalEarnedDec / employeesInt;

            // Display the summary information in a message box.
            summaryTextBox.Text = employeesInt.ToString() + " employees made " +
totalPiecesInt.ToString()+
                " pieces earning a total of " + amountTotalEarnedDec.ToString("C") +
                ". The average employee earning is " +
averageAmountEarnedDec.ToString("C");
        }

        private void clearButton_Click(object sender, EventArgs e)
        {
            piecesTextBox.Text = "";
            amountEarnedTextBox.Text = "";
            nameTextBox.Text = "";
        }

        private void clearAllButton_Click(object sender, EventArgs e)
        {
            piecesTextBox.Text = "";
            amountEarnedTextBox.Text = "";
            nameTextBox.Text = "";
            summaryTextBox.Text = "";
        }

        private void exitButton_Click(object sender, EventArgs e)
        {
            this.Close();
        }

        private void pieceWorkForm_Load(object sender, EventArgs e)
        {

        }

        private void cOlorToolStripMenuItem_Click(object sender, EventArgs e)
        {
            // Change the form's ForeColor.
```

```
            // Applies to all conrols on the form that haven't had their
            // ForeColor explicitly modified.
            // Initialize the dialog box.
            colorDialog1.Color = this.ForeColor;
            // Display the dialog box.
            colorDialog1.ShowDialog();
            // Assign the new color.
            this.ForeColor = colorDialog1.Color;
        }

        private void fOntToolStripMenuItem_Click(object sender, EventArgs e)
        {
            // Change the font of the total label.
            fontDialog1.Font = amountEarnedTextBox.Font;
            fontDialog1.ShowDialog();
            amountEarnedTextBox.Font = fontDialog1.Font;


            // fontDialog1.ShowDialog();
            // this.Font = fontDialog1.Font;
        }

        private void aBoutToolStripMenuItem_Click(object sender, EventArgs e)
        {
            MessageBox.Show("Piecework Written by Bryant Tunbutr");
        }
    }
}
```

Sometimes you have a choice between buttons and menus in a program. Explain a situation where buttons are better than menus in a program. Explain a situation where menus are better than buttons in a program.

If I were writing a program for children, I would definitely choose buttons, especially bigger buttons with simpler choices.

If I were writing a program for a gamer, I would choose lots of menus & have many hotkeys because they prefer to use the keyboard over the mouse because it is faster.