Learning Activity

The authors utilized exception handling in their application, but did not allude to it in the instructions, as I indicated in the Week 5 Home link. What I am adding below is the code they used that generates some useful user guides to using the program.

For example, if the user hits the Enter key without putting a number in the inputTextBox, a message box appears as a reminder.

```
private void inputTextBox_KeyDown( object sender, KeyEventArgs e )

   {  if ( e.KeyCode == Keys.Enter )

     {

     try

     {

         if ( String.IsNullOrEmpty( inputTextBox.Text ) )

        {      MessageBox.Show( "Please fill in the TextBox." );}

        else

        {      number = Convert.ToInt32( inputTextBox.Text );
```

If the user enters a number outside of the range of numbers between 1 and 10, a message box appears.

```
            if ( number <= 10 && number >= 1 )

                if ( isFirst )

                {     writer.Write( inputTextBox.Text );

                    isFirst = false;

            } // end if

            else

                writer.Write( "," + inputTextBox.Text );

            else

        MessageBox.Show("Please enter an integer between 1 and 10." );
```

```
        } // end else

    } // end try
```

The catch method is a simple catch-all, no pun intended.

```
    catch ( IOException )

    {   MessageBox.Show( "  Error with input." );     } // end catch

    inputTextBox.Clear();

    } // end if

}
```