Assignment 6

Date Due _____

Reading

Read Chapter 13 in the book. (The Graphics and Sound sections)

Program

Program 1:

Write a program named wk6-1 That shows a picturebox that is used as an etch-a-sketch that only draws in the picture box when any mouse button is depressed while the mouse is pointing in the picturebox.

When a "Change Color" button is clicked, a color pallet is presented for the user to select a new color for drawing.

When an "Erase" button is clicked the picture box shakes and is erased.

When a "Draw Waveforms" button is clicked, the picturebox is erased and a 10 X 10 scope graticule is drawn and then a Sine, Cosine, and Tangent waves are drawn in different colors filling the picturebox.

Store the program in drive\wk6 folder.

Program Grading Check List Week 6

	Etch-A-Sketch
Functions according to specification	
Output is formatted and accurate	
Correct solution folder name	
Correct form file name	
Correct control names	
Variable names and Scope	
Form comments	
Procedure comments	
Form title bar	
Option Strict On Statement	
Tab order and Tab stops	
Tool Tip Text usage	
Setting Focus in code	
Access Keys	
Menu's	
Input Validation	
Frames Usage	
Accept and Cancel buttons	
Total	