



CENTRE FOR DIPLOMA STUDIES
MULTIMEDIA CONCEPT

LABORATORY INSTRUCTION SHEET

Course Code	DAT 21103
Lab Practical Title	MESSAGE BOXES AND INPUT BOXES
Lab Practical	5

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Learning Outcome(s)

At the end of this practical session, you should be able to:

1. Get input by using InputBox function
2. Display messages by using MessageBox with Show Method or MsgBox function
3. Use Multiple Form in developing an application
4. Design an effective interface with user convenient features.
5. Set a property of object controls at design time

Problem 5:

Create a Visual Basic application to provide access restriction by using an activation code at the first form prompted by the application. The activation code will be entered using an Input Box. If the activation code is false, access will be denied, and a Message Box will appear to ask user either to retry keying in a new activation code or to cancel. If the user successfully keying in the right activation code, a Message Box will appear to inform the user that they have successfully access the application, an audio will be played automatically, and user are allowed to navigate through the application such as go to next or etc.

In the second form, provide a textbox to enter user's Name and three buttons. The first button is to Display user's name and a welcome message displayed at a label for the user. The second button is to allow user to clear the textbox if they need to change their initial input, and the third button is used to move to the third form.

In the third form, display a text for secret tips how to score 'A' in Visual Programming Course at a label. In this form there should be a button to go to the previous form and a button to Exit the application.

Thus, altogether there are three forms that need to be created.

To make user feel convenient with your application, please provide below features:

- i. Allow user to see your screen position in the center position
- ii. Allow user to use keyboard access key
- iii. Allow user to use tab keyboard for selecting object
- iv. Cancelation or reset options
- v. Tooltips are provided.

Solve the problem using the following guided tasks:

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Guided Task 5.1: Phase 1 and Phase 2 of Application Development

Phase 1: Analysis

Input:

- i. Activation code (an Input Box at First Form)
- ii. User's Name (a Textbox at Second Form)

Output:

- i. A text message "Access Denied or a Text Message "Successful" (Message Boxes at First Form)
- ii. A text contains a user's name and "welcome" (a Label at Second Form)
- iii. A text contains the secret tips how to score 'A' in Dot Net Course (a Label at Third Form)

Process:

- i. Receive activation code at Input Box and Checking activation code and display text message access denied or successful. If successful, Second Form will appear and First Form will hide (Button 1 at First Form)
- ii. Display text of Label (Button 1 at Second Form)
- iii. Clear text of Textbox (Button 2 at Second Form)
- iv. Go to Third Form from Second Form and hide the Second Form (Button 3 at Second Form)
- v. Go to Second Form from Third Form and Hide the Third Form (Button 1 at Third Form)
- vi. Display text of Label (Button 2 at Third Form)
- vii. Exit the application (Button 3 at Third Form)

Phase 2: Plan and Design

A. Sketch user interfaces

Sketch all the forms (First Form, Second Form and Third Form) based on information in the Phase 1.

B. Plan the basic properties for each object

In a piece of paper, complete the following table and use the information as label on the sketch:

Object Control	Object Name	Text
Form 1	frmFirst	Front Screen
Button 1	btnEnter	Enter
Tooltip	mytooltip	
:	:	:

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C. Write an algorithm for each event

In a piece of paper, complete the following algorithm based on information in Step B:

In the frmFirst:

- Event Click for btnEnter:

- a. Receive activation code at Input Box
- b. Checking the activation code:

If the activation code is match then

- i. A text message "Welcome!" will be appear at Message Box using Show Method
- ii. A frmSecond will appear using Show Method
- iii. A frmFirst will Hide Method

Else

- i. A text message "Activation Code Incorrect!" will be appear at Message Box using Show Method. The Message Box will ask user to retry a new activation code or cancel

In the frmSecond:

a. Event Load for frmSecond

- i. An audio will be played automatically

b. Event Click for btn ...

- i. Display user's name entered using text of textbox to the text of label

c. Event Click for btn ...

- i. Clear text of Textbox using Clear Method
- ii. Reset text of Label using ResetText Method

d. Event Click for btn ...

- i. ...
- ii. ...

In the frmThird:

a. Event Click for btn ...

- i. ...
- ii. ...

b. Event Click for btn ...

- i. ...

c. Event Click for btn ...

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i.

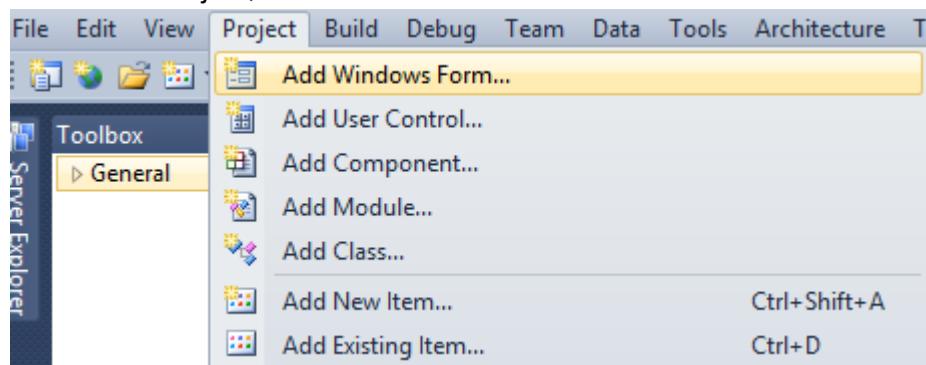
Guided Task 5.2: Use Multiple Forms, Message Box, Input Box, Audio File and User Convenient Features in Graphical Use Interface

Based on information in Phase 2, complete the Phase 3 of Application Development.

Phase 3: Implement

A. Create the user interfaces

- i. Based on your sketch in Step A in Phase 2, create three forms. To Add a new Form, at menu Project, Choose “Add Windows Form” as shown below.

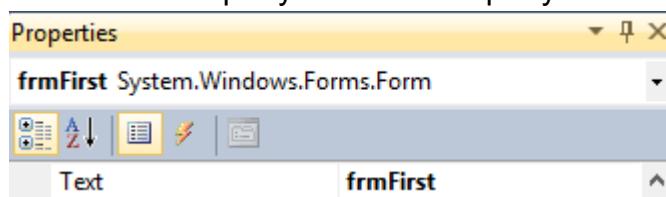


- ii. Add required controls onto your Forms: Buttons, TextBox and Label.
 iii. To provide a Tooltips at your object, add ToolTip control from Toolbox onto your form.

B. Set the properties

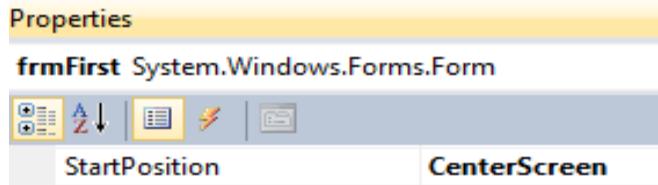
At the First Form:

- i. First Form:
 a. Set the Name Property and Text Property.



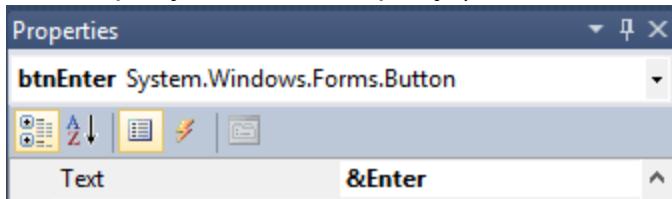
- b. Set the form's screen position at StartPosition Property to Center Screen.

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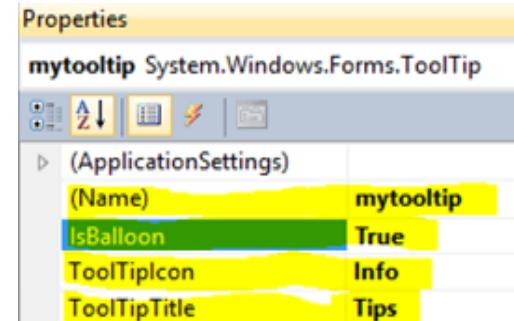
ii. Button:

- a. Set the Name Property and Text Property (with access key) as follows:



iii. ToolTip:

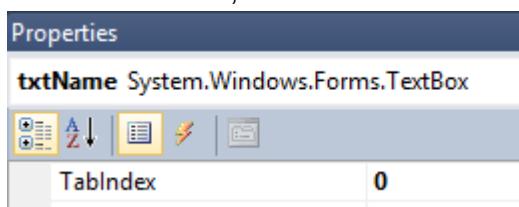
- a. Set the ToolTip's Name Property, IsBalloon Property, ToolTipIcon Property and ToolTipTitle Property.
- b. Select an object to provide the ToolTip.
- c. Set value of ToolTip Text Property for the object (e.g: Use activation code to enter this application!)
- d. Try run your program, at pause your mouse pointer over the object control and check the pop up balloon.



At the **Second Form**:

Use the information in phase 2 and consider the convenient features listed in the problem.

- a. To enable audio played, download any audio in format *.wav and save the audio file in your drive.
- b. To allow user use tab keyboard for selecting object control
 - i. In the frmSecond, choose a first object to set as first order.
 - ii. Set TabIndex Property starting order of control with lowest index = 0.
 - iii. Set the next control to Tabindex =1; the next to Tabindex =2 and so forth



- c. Set property to other controls in your application.

At the **Third Form**:

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Use the information in phase 2 and consider the convenient features listed in the problem.

C. Write the program code

Complete the following program code:

i. **btnEnter at frmFirst**

```

Private Sub btnEnter_Click(ByVal sender As System.Object, _
ByVal e As System.EventArgs) Handles btnEnter.Click

    Dim strCode As String

    strCode = InputBox("Please enter your activation code", _
    "Activation Access")

    If strCode = "DAT20903" Then
        frmSecond.Show()
        MessageBox.Show("Welcome", "Successful Access", _
        MessageBoxButtons.OK,
        MessageBoxIcon.Information)
    Else
        MessageBox.Show("The code is incorrect.", "Access Denied", _
        MessageBoxButtons.RetryCancel, MessageBoxIcon.Stop)
    End If
End Sub
  
```

ii. **frmSecond Load Event**

```

Private Sub frmSecond_Load(ByVal sender As System.Object, _
ByVal e As System.EventArgs) Handles MyBase.Load
    My.Computer.Audio.Play("d:\spring.wav")
End Sub
  
```

iii. **btnDisplay at frmSecond**

```

Private Sub btnDisplay_Click(ByVal sender As System.Object, _
ByVal e As System.EventArgs) Handles btnDisplay.Click

    lblDisplay.Text= "Welcome" & txtName.Text
End Sub
  
```

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iv. btnClear at frmSecond

```
Private Sub btnClear_Click(ByVal sender As System.Object, _
ByVal e As System.EventArgs) Handles btnClear.Click
    txtName.Clear()
    lblDisplay.ResetText()
End Sub
```

v. btnNext at frmSecond

```
Private Sub btnNext_Click(ByVal sender As System.Object, _
ByVal e As System.EventArgs) Handles btnNext.Click
    frmThird.Show()
    Me.Hide()
End Sub
```

vi. btn.... at frmThird

:

vii. btn... at frmThird

:

viii. btn... at frmThird