Exercise 3a: Create a Windows Forms Desktop Application

1. Objectives

The main objectives of this exercise are:
- To create a Windows Desktop application with graphical user interface (GUI)
- To use the three very commonly used components, namely Label, TextBox and Button.

2. To Do

2.1   Create a Windows Forms application and design a simple GUI as shown in the figure below. The application should allow the user to give a name and the program should display the same string but converted to upper case. Use labels for non-editable texts and a textbox for the input. The output is to be displayed when the user presses the button.

Design your GUI, run and test the program so it works well.

2.2   Check the user's given text (name) so it is not empty. Use the string.IsNullOrEmpty(). Give an error message to the user.

3. Solution

A soundless video showing how to program this exercise step-by-step is available in the module.

Good Luck!