Experiment 1a

20 Feb 2025

Objectives

- To learn TextBoxes
- To learn Labels
- To learn Buttons
- To learn event mechanism

Lab Exercises

Lab Exercise 1 – Taking User Inputs

Design and implement an application that take two numbers via textbox from user(20pt) and show 4 buttons (Addition, subtraction, multiplication, division buttons) (20pt) to calculate result. After pushing a button the application visualizes the result in a Label(20pt). If the number is greater than 0, result label's **background** color will be green(10pt), otherwise it will be red(10pt). When mouse is over a button, change button's **text color** to red(20pt)

Problem Solving Tips

1- TextBox is one of the most common component to take input from the user.

2- Every Button has a click event function to handle click response.

3- MouseEnter event is one of the most common event of a component to detect a mouse cursor is enter in a component or not.