

1. No duplications

NFL

RANDOM NAME SELECTOR

NFL PLAYERS LIST:

Add Canidates

Name:

ADD

Generate Canidates

Number of canidates:

4

START

Randomly Selected Names:

name10
name6
name7
name4

RESET

EXIT

2. Persons can only be selected once &
3. No. of Candidates - specify the number of candidates to be chosen

NFL

RANDOM NAME SELECTOR

NFL PLAYERS LIST:

Add Canidates

Name:

ADD

Generate Canidates

Number of canidates:

2

START

Randomly Selected Names:

name6
name3

RESET

EXIT

4. List the candidates on the selection list
5. The start button starts the program to randomly select candidates

NFL

RANDOM NAME SELECTOR

NFL PLAYERS LIST:

Add Candidates

Name:

ADD

Generate Candidates

Number of candidates:

2


START

Randomly Selected Names:

name8
name7

RESET

EXIT



6. If subsequent start is made, program should automatically clear the selection list and print the new candidates

NFL

RANDOM NAME SELECTOR

NFL PLAYERS LIST:

Add Candidates

Name:

ADD

Generate Candidates

Number of candidates:

3


START

Randomly Selected Names:

name10
name5
name6


RESET

EXIT



7. The reset button re-activates the list to its orginal form

NFL



RANDOM NAME SELECTOR

NFL PLAYERS LIST:

name1
name2
name3
name4
name5
name6
name7
name8
name9

Add Canidates

Name:

ADD

Generate Canidates

Number of canidates:

START


Randomly Selected Names:

RESET

EXIT

8. The exit button ends the program

NFL



RANDOM NAME SELECTOR

NFL PLAYERS LIST:

Add Canidates

Name:

ADD

Generate Canidates

Number of canidates:

START

Randomly Selected Names:

RESET

EXIT

NFL



RANDOM NAME SELECTOR

NFL PLAYERS LIST:

Add Canidates

Name:

ADD

Generate Canidates

Number of canidates:

START

Randomly Selected Names:

RESET

EXIT

9. Validation

NFL

RANDOM NAME SELECTOR

NFL PLAYERS LIST:

name1
name2
name3
name4
name5
name6
name7
name8

Add Candidates

Name:

Error

Please enter a name to add.

OK

Generate Candidates

Number of candidates:

START

Randomly Selected Names:

RESET

EXIT

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Test: Reset the form for a second time.

NFL

RANDOM NAME SELECTOR

NFL PLAYERS LIST:

name1
name2
name3
name4
name5
name6
name7
name8
name9
name10

Add Candidates

Name:

ADD

Generate Candidates

Number of candidates:

START

Randomly Selected Names:

RESET

EXIT

CODE:

```
Form1.cs [Design]
RandomDrugTestSelector - RandomDrugTestSelector.Form1 - btnReset_Click(object sender, EventArgs e)

1 using System;
2 using System.Collections.Generic;
3 using System.ComponentModel;
4 using System.Data;
5 using System.Drawing;
6 using System.Linq;
7 using System.Text;
8 using System.Threading.Tasks;
9 using System.Windows.Forms;

10 namespace RandomDrugTestSelector
11 {
12     public partial class Form1 : Form
13     {
14         StringBuilder selection = new StringBuilder();
15         string[] stringArray;
16         public Form1()
17         {
18             InitializeComponent();
19         }
20
21         private void btnAdd_Click(object sender, EventArgs e)
22         {
23             if (txtName.Text != "")
24             {
25                 lbNames.Items.Add(txtName.Text);
26                 txtName.Focus();
27                 txtName.Clear();
28             }
29             else
30             {
31                 MessageBox.Show("Please enter a name to add.", "Error", MessageBoxButtons.OK, MessageBoxIcon.Information);
32                 txtName.Focus();
33             }
34         }
35
36         private void btnStart_Click(object sender, EventArgs e)
37         {
38             stringArray = new string[lbNames.Items.Count];
39             int canNumber = Int32.Parse(txtCandidateNumber.Text.ToString());
40
41             for (int i=0; i< lbNames.Items.Count; i++)
42             {
43                 stringArray[i] = lbNames.Items[i].ToString();
44             }
45         }
46     }
47 }
48
49
50
```

```
50
51
52 Random randomNumbers = new Random(); // random-number generator
53
54
55 while (canNumber > 0)
56 {
57     int number = randomNumbers.Next(1, lbNames.Items.Count);
58
59     selection.AppendLine(lbNames.Items[number].ToString());
60     lbNames.Items.Remove(lbNames.Items[number]);
61     canNumber--;
62 }
63
64
65
66
67 lblRandomNames.Text = lblRandomNames.Text + "\n"+selection.ToString();
68 lbNames.Items.Clear();
69
70 }
71
72 private void btnReset_Click(object sender, EventArgs e)
73 {
74     for (int i = 0; i < stringArray.Length; i++)
75     {
76         //stringArray[i] = lbNames.Items[i].ToString();
77         lbNames.Items.Add(stringArray[i].ToString());
78     }
79
80     stringArray = null;
81     txtCandidateNumber.Text = null;
82     txtName.Text = null;
83     lblRandomNames.Text = "Randomly Selected Names:";
84     lbNames.Text = lbNames.Items.ToString();
85     selection.Clear();
86 }
87
88 private void btnExit_Click(object sender, EventArgs e)
89 {
90     Application.Exit();
91 }
92
93 }
94
```

