**FINAL PROJECT**

CSC236 – Introduction to C# Programming

**Pseudocode for Byron Snyder**

* Declare variables and constants
* Exception Handling
* Declare variables as Fields
* Using the Math Class
* If statements and/or switch statements
* Using a loop
* Write and read data from a file
* Create custom methods
* Use and array or list
* Creating classes demonstrating inheritance and polymorphism

All classes must be declared in a separate file within solution, not with in your original form class.

*Display Splash Screen* **DISPLAY SPLASH SCREEN** Contains unique name for your program and either an original logo or simply use the CCA logo. Progress bar.

*Display Main Form* **DISPLAY MAIN FORM**  Contains the primary navigation for the program  
**MAIN FORM MENU BAR**  
- ***Add Classroom Btn*** *(form)*  
 Create a new form for entering classroom data. Main form is NO LONGER the focus.   
*-* ***View Classroom Btn*** *(form)* Create a new form for viewing classroom data. Main form is NO LONGER the focus.

*-* ***Exit Btn***

*If user clicks “Add Classroom”****DISPLAY ADD CLASSROOM FORM*  
ADD CLASSROOM (form)**   
 12 attribute fields with 4 fields having drop down lists.  
 **Menu button**.  
 **Clear form button**  
 **Add new room button** that saves the current information and clears the form.

**Save (to text file) button**; store data in an array OR list.  
 **Close button**.  
   
*If user clicks “View Classroom”****DISPLAY VIEW CLASSROOM FORM***

**VIEW CLASSROOM (form)**  
 Display one classroom at a time. (DataGridView of database)   
 Create sample data for three classrooms; stored in the solution; file will be read.  
 **Menu button**  
 Form must read the file for classroom data.  
 Must have a **next** and a **previous button** to scroll through each classroom.

Include **Add Classroom button** here??  
 **Close button**.

*If user clicks “Exit”****CLOSE APPLICATION***