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CS449 Found of Software Engineer

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Lab Assignment 2

There are 2 events that you must check for: If the batter strikes out, or walks. The umpire buddy should perform as follows, based on which event occurs first:

* If the number of strikes == 3, then the batter has struck out. A popup should appear that says "Out!" The popup will need a button or icon to clear it--any built-in functionality in the message window is fine for this.
* If the number of balls == 4, then the batter should walk. A popup should appear that says "Walk!" Again, you will need a way to close this window.
* In either case, the Umpire Buddy should not allow any more balls or strikes to be recorded; everything except the reset button should be disabled.

Also add an "About" button showing a new screen or window, containing the name of the program (Umpire Buddy 2.0), and your name.







 











  