



LABORATORY ACTIVITY 4

EVENT DRIVEN PROGRAMMING

Laboratory

Problem

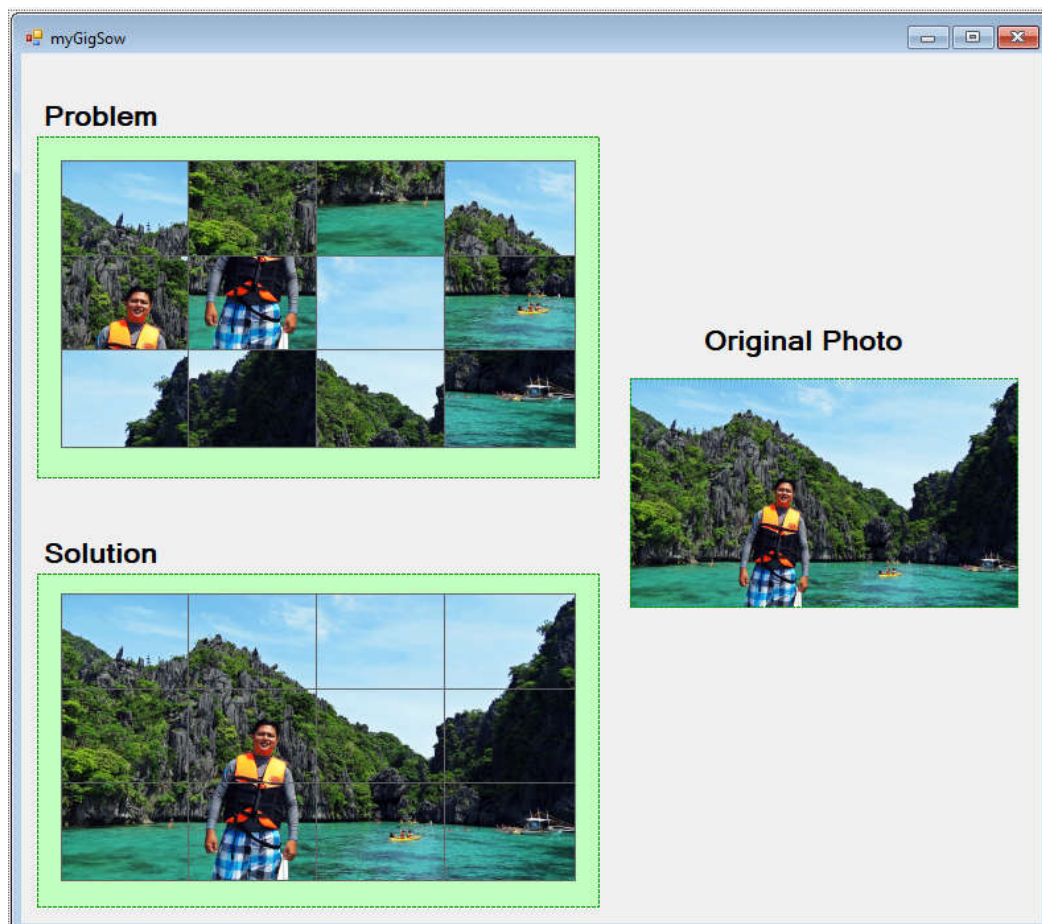
A. Preparation:

1. Create a new windows application, name it as **myGigsow**
2. Study and analyze the problem given below. Create a simple windows application and write the equivalent **source code**.

A. Task(s):

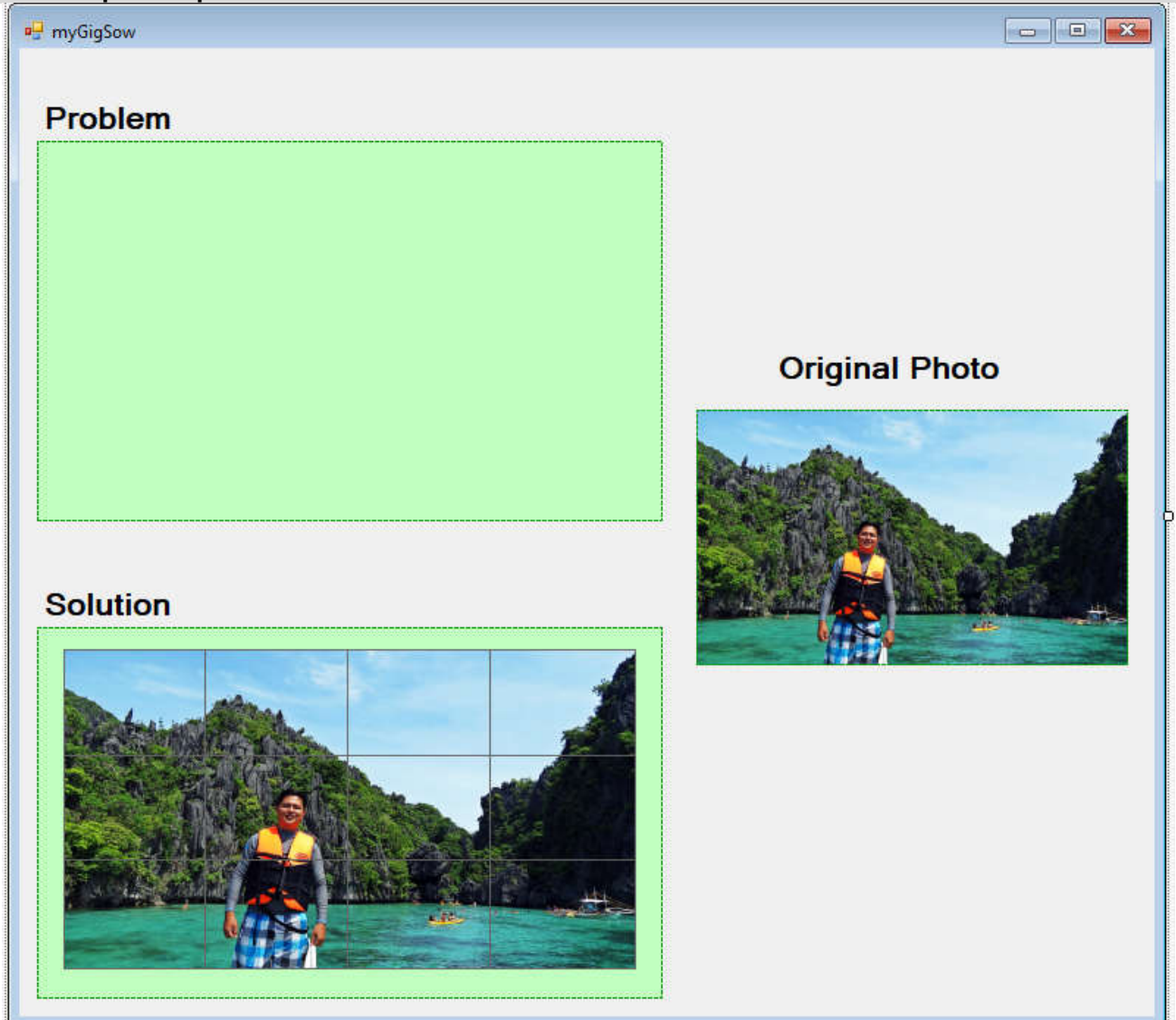
Your ultimate goal is to create a program similar to Jigsaw puzzle and perform the following specifications given below.

1. Add a splash screen of your application. You may download and personalize a splash screen of your game. Your name should appear on the splash screen.
2. Design the window with the necessary components and controls needed by your project. You have the option for the movement of tiles it may be in drag and drop or click and move. Your form should composed of the following
 - a. 3 x 4 jumble part of your **own** photo.
 - b. You may send me your picture via messenger and I will return it to you into 12 parts.



3. Write the equivalent source code that will perform the following.
 - a. Your program shall allow the user to use the mouse to pick an image from the jumble section going to the solution box.
 - b. The program shall also allow to pick any images on jumble section
 - c. If happen the mouse was released without reaching its destination, the image should return to its original location.
 - d. A message box should appear once the puzzle has been correctly finished.

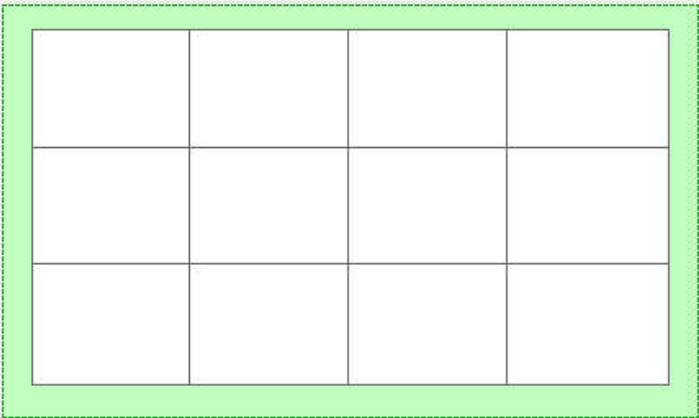
B. Sample Output



Problem



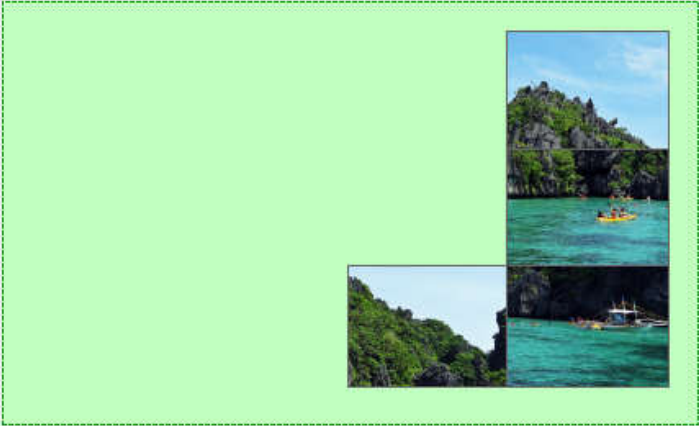
Solution



Original Photo



Problem



Original Photo



Solution

