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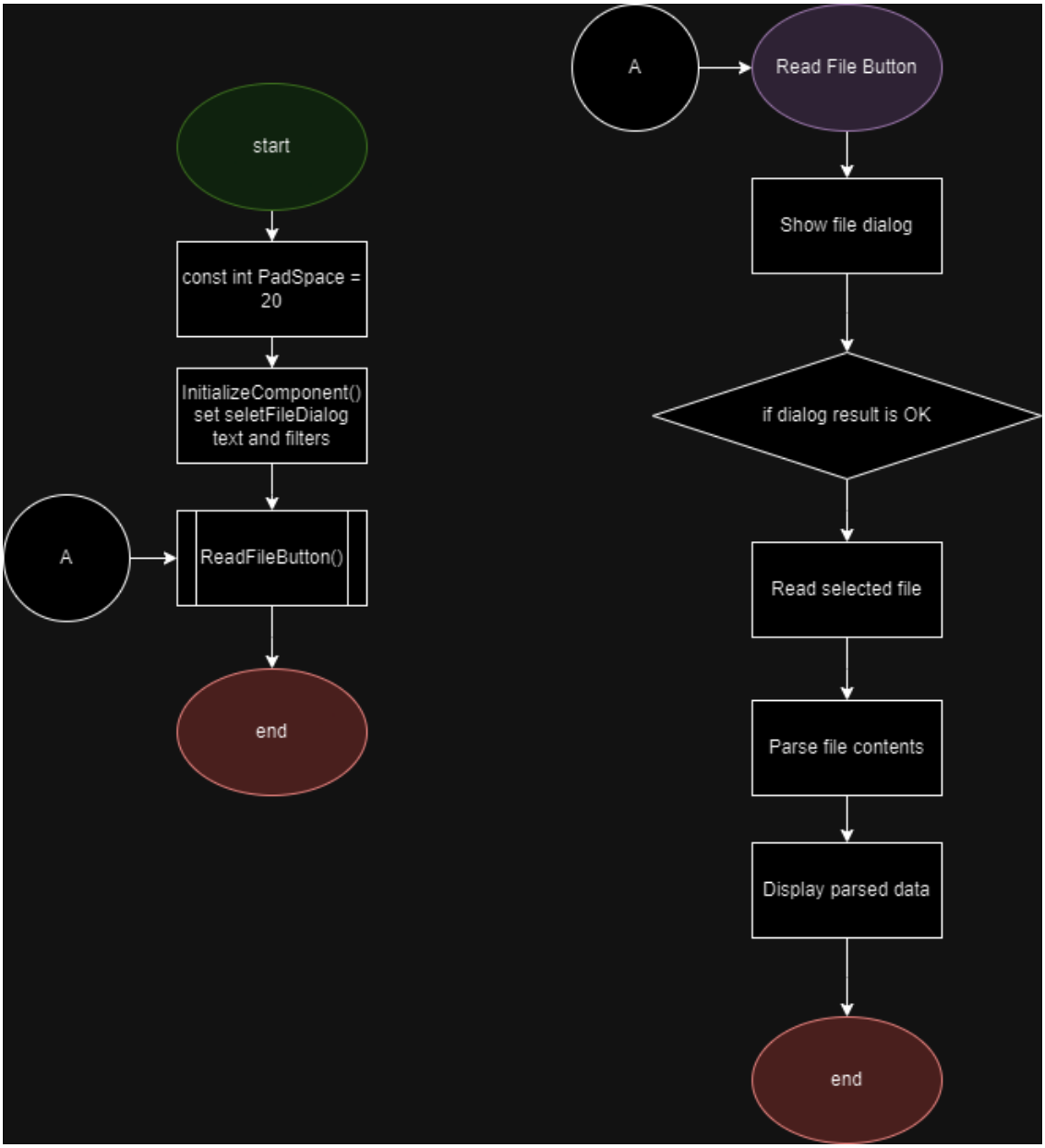
Activity 4: Part 1 & 2

CST-150-WF500A

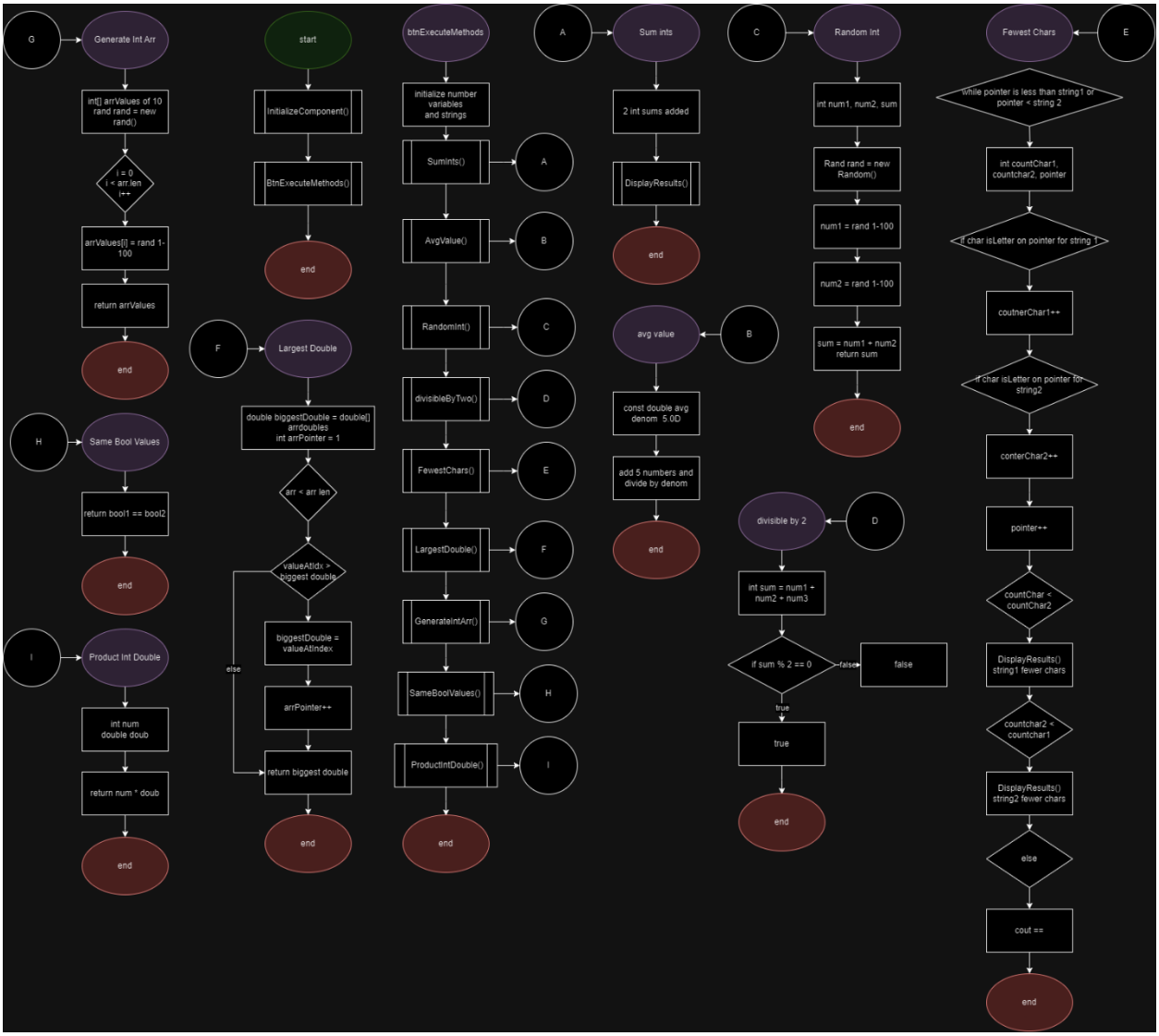
Professor Demland

3/17/24

Flowchart:

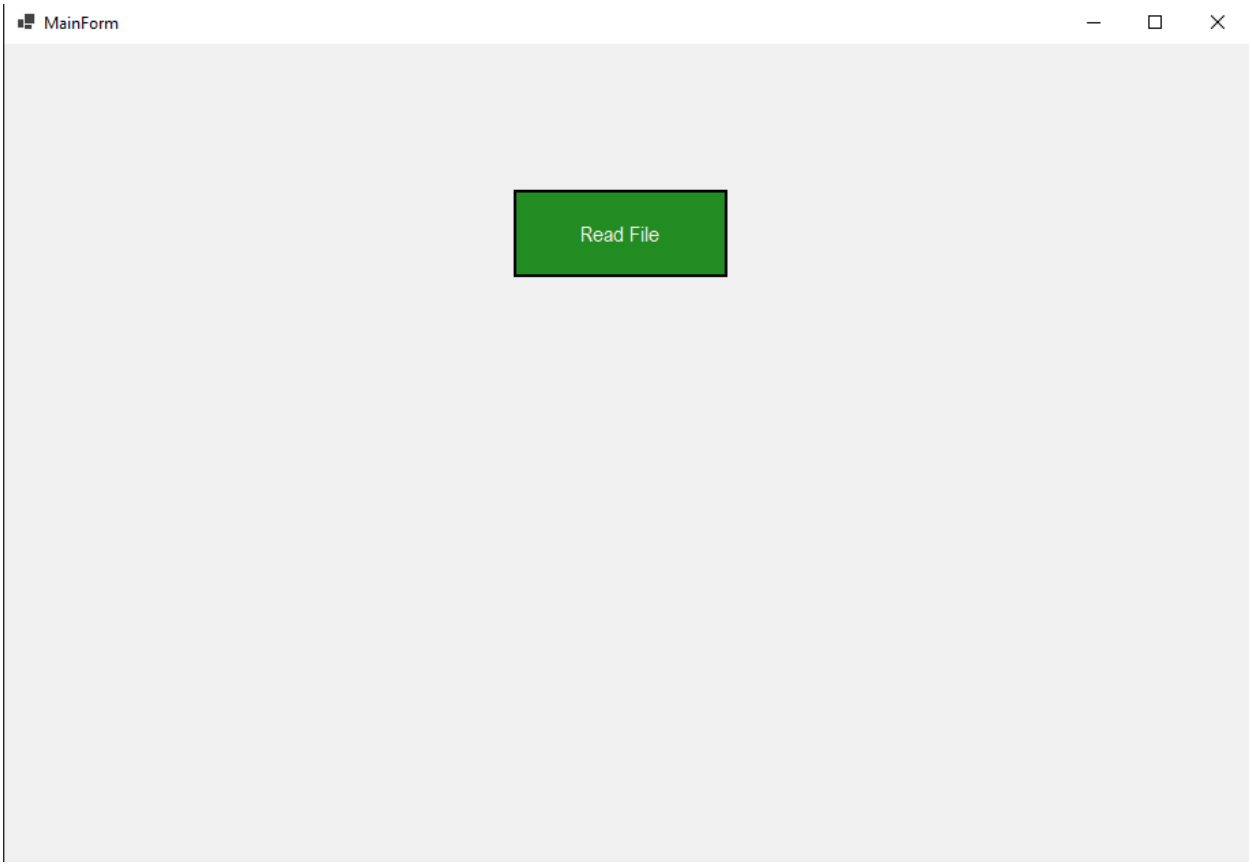


This flowchart represents part one of the activity. The const PadSpace variable is to separate the padding on our program. This allows us to have different columns in our program, and they will have different attributes such as type, color and quantity. Our parse file contents will be using our file dialog to read a text file. This file will be the main driver for our program and will replace the text that is linked to the label results.

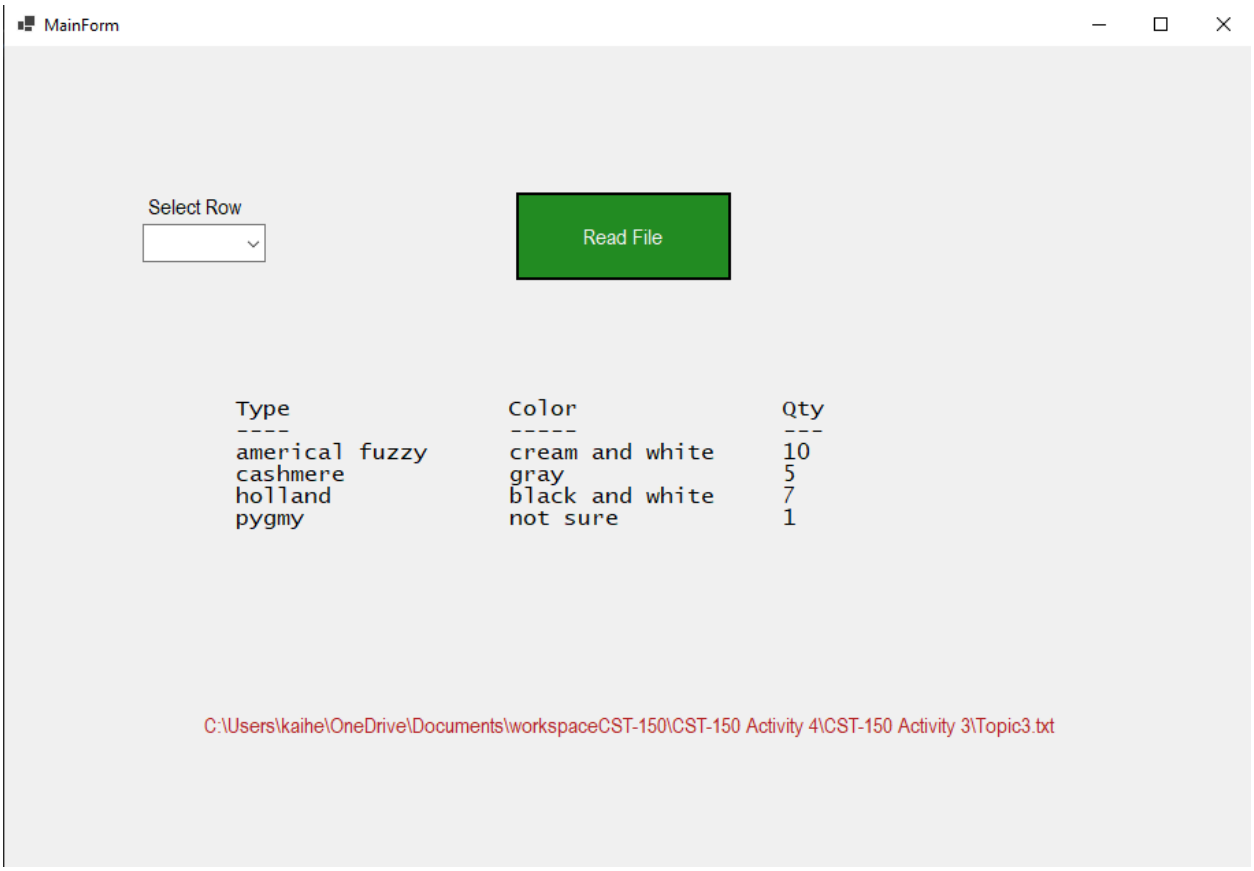


Flowchart for part B illustrates the flow of processes between our methods, and our button click event. With this flowchart, we can see how our methods are called into our main button, what isn't totally recognized here is the fact we call our DisplayResults() method to parse ToString() in our output for our label though.

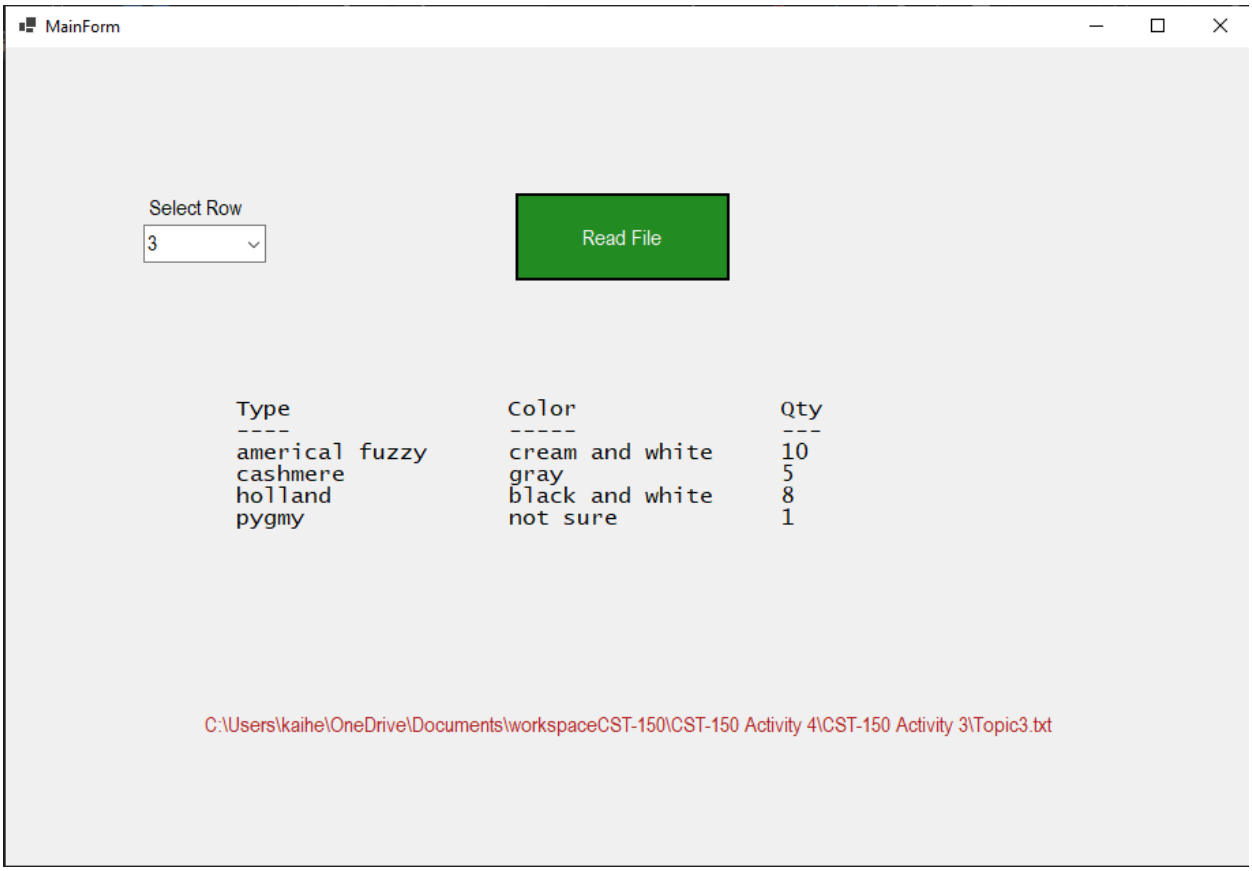
Screenshots:



So, in this program, there is a main button that does most of the program's work. When we click the button, we are prompted with an open file dialog box, which we can find our text file. In the next screenshot the form will be populated with the file, which we can then use for further calculations.

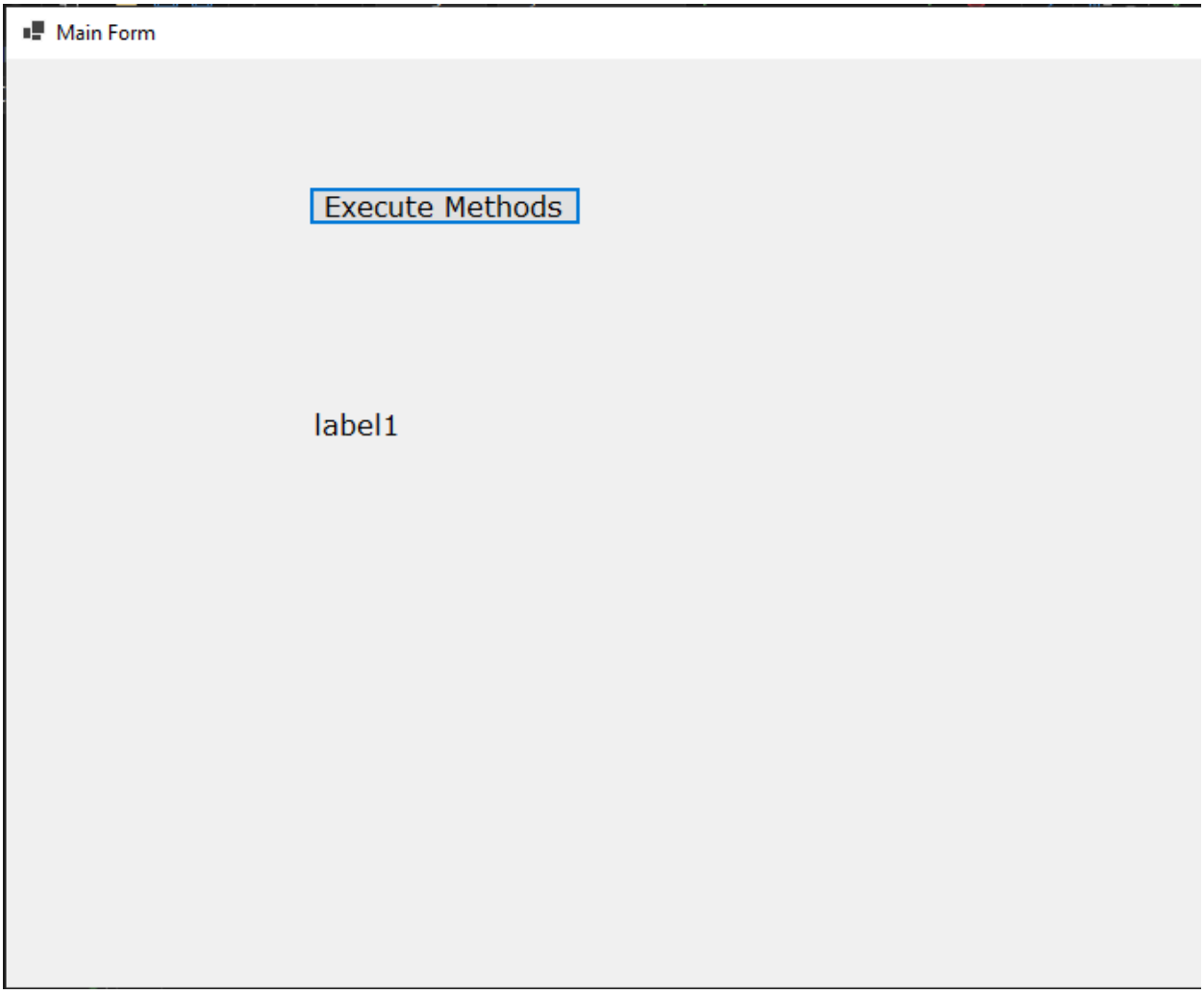


Once our text file is opened, our file is read. We have line splits to break our lines separately by (“, “) a comma and space. This allows us to recognize the correct placement for our type, color, and qty like activity 3. Our text is going to be different though since we are incrementing our qty later.

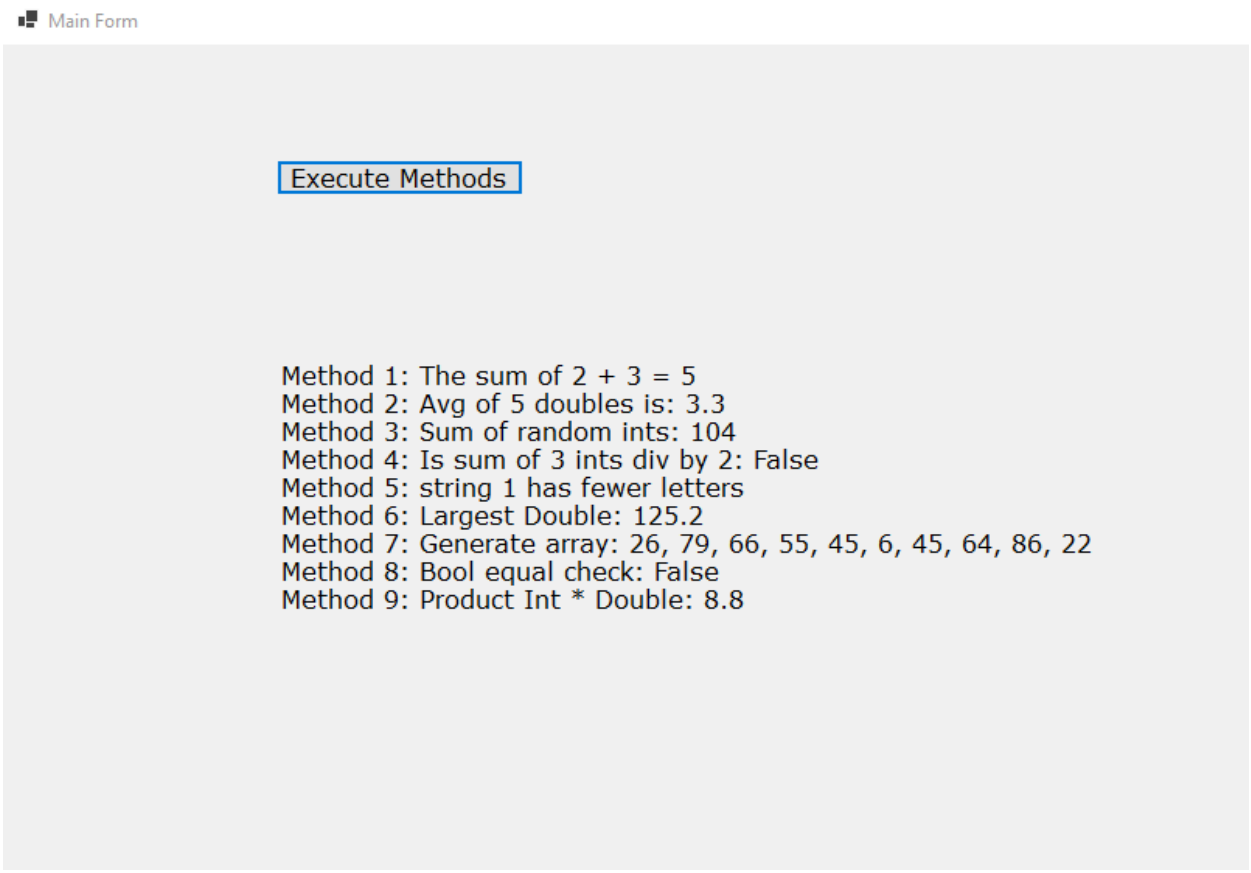


When we select the row, we want to change, this will increase the qty for the row. Selecting it doesn't change it until we reload our file itself to update it. Re-reading our file will then change our quantity and update the text file itself.

Activity 4b screenshots:

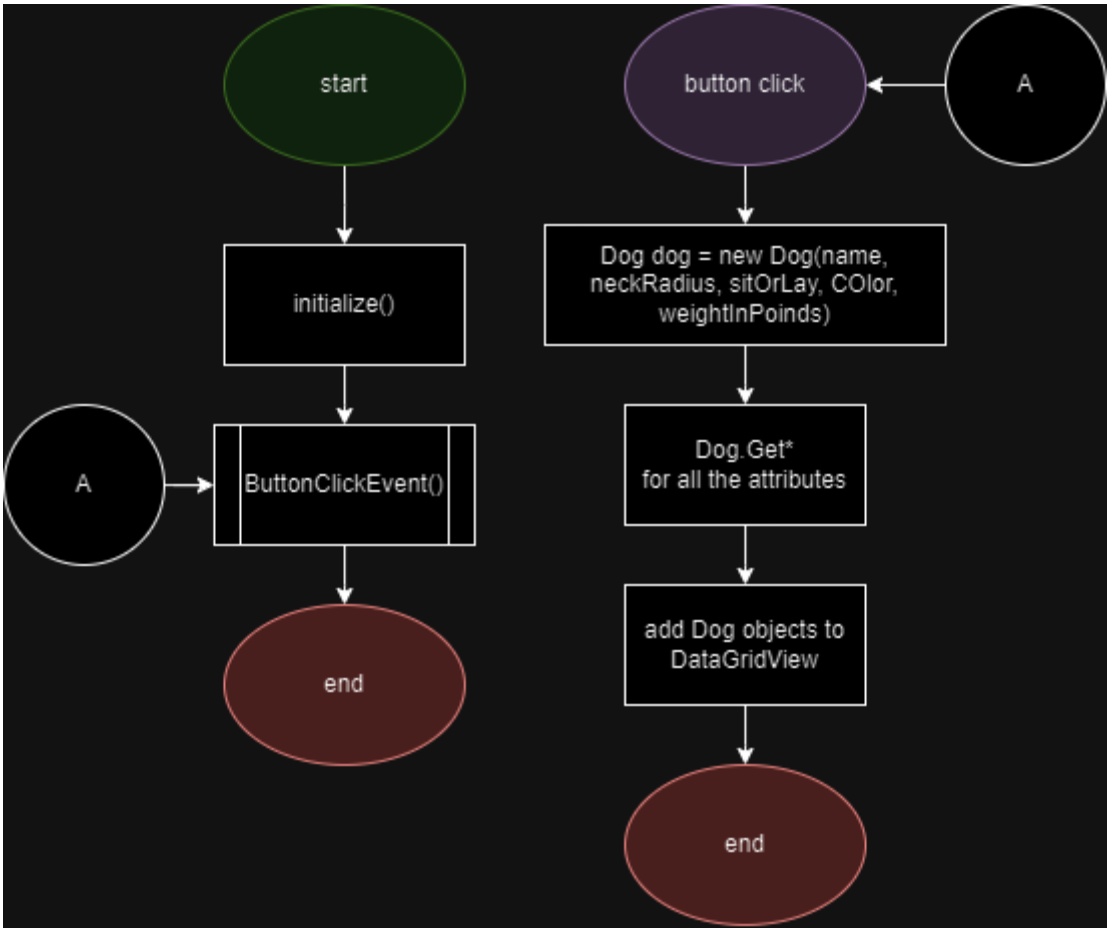


At first, our form looks blank, our main button must load our methods which execute our functions. Our label text says label1, but once our methods are loaded the text will change to the correct formatting. We are going to be using many methods for this program, which will do many different math calculations.



Here is what our form looks like after population. Each method is its own method to be called into our main button event. Our variables are created in the button itself, since the methods are simply the algorithm to use the variables instantiated.

Flowchart exercise 5:



We will create a class for our dog which we can then add our attributes using instantiation of object. Using our getters we can retrieve the attribues, and displaythem using DataGridView. This is the most efficient way to program multiple dog objects.