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| Animal Purchase Program with Options | Professor Carman | Form1 | Sometime in February |
| Object | Event | Event Processing | |
| Form1 | On Load | Set the text box for Quantity to zero  Clear the label for calculation  Koala Button becomes checked | |
| btnCalculate | Click | Declare Variables  Gather information from text box  Determine which button is clicked  Brings up message box  Perform calculation for total cost  Output total cost to label | |
| btnClear | Click | Set the text box for Quantity to zero  Clear the label for calculation  Koala Button becomes checked  Focus is put on the text box for quantity | |
| btnExit | Click | Closes the program | |
| radKoala | Check | Makes the koala picture visible  Makes the penguin picture invisible  Makes the jellyfish picture invisible | |
| radPenguin | Check | Makes the koala picture invisible  Makes the penguin picture visible  Makes the jellyfish picture invisible | |
| radJellyfish | Check | Makes the koala picture invisible  Makes the penguin picture invisible  Makes the jellyfish picture visible | |
| radElephant | Check | Brings up message box | |