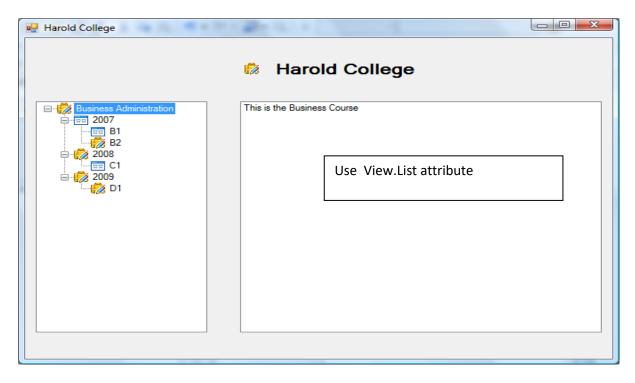
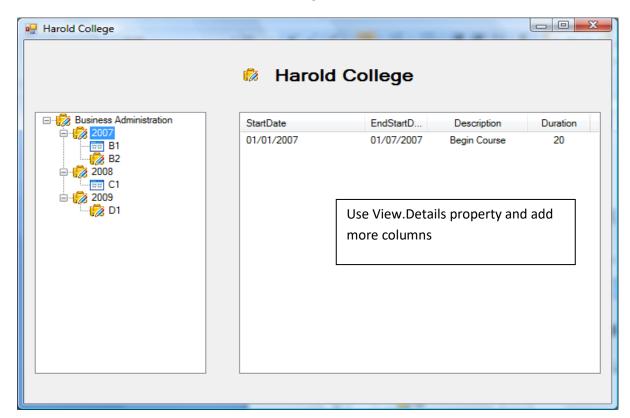
Assigment 3: (Advanced Controls)

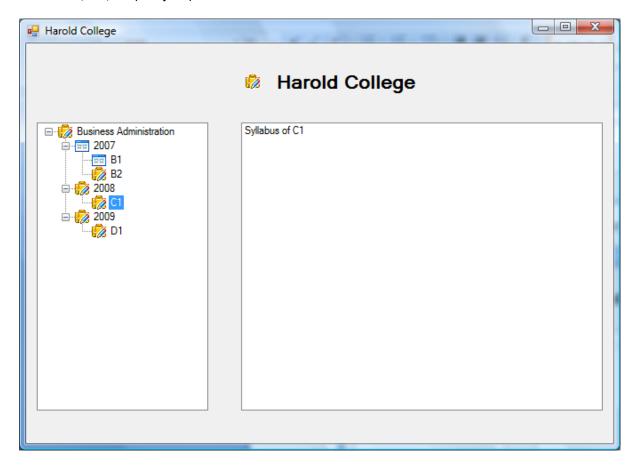
- 1. Design UI as picture bellow
- 2. When click root node UI as bellow:



- Khi click vào nút 2007, 2008, 2009 (Course) giao diện sẽ như sau:



- Click to B1, C1, D1 (Subject) UI as:



Hint: Create 2 class Course and Subject and add to Tag property of a node (Node of TreeView)

Course class

```
public string EndDate
            get { return endDate; }
        public string Description
            get { return description; }
        public int Duration
            get { return duration; }
    }
Subject class
using System;
using System.Collections.Generic;
using System.Text;
namespace HaroldCollege
    class Subject
        private string syllabus;
        public Subject(string s)
            syllabus = s;
        public string Syllabus
            get { return syllabus; }
    }
}
Main class:
public Harold()
            InitializeComponent();
            BuildTree();
        public void BuildTree()
        {
            this.tvCourse.ExpandAll();
            Course[] Y200X = { new Course("01/01/2007", "01/07/2007",
"Begin Course", 20),
                                new Course("01/01/2008", "01/07/2008",
"Advanced Course", 22),
                                 new Course("01/01/2009", "01/07/2009",
"Final Course", 23)};
            for (int i = 0; i < this.tvCourse.Nodes[0].Nodes.Count; i++ )</pre>
```

this.tvCourse.Nodes[0].Nodes[i].Tag = Y200X[i];

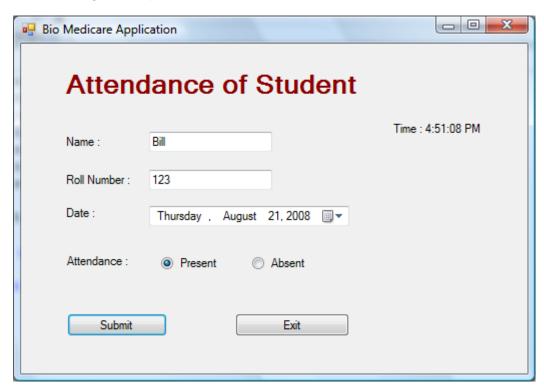
```
Subject A = new Subject("Syllabus of B1");
            Subject B = new Subject("Syllabus of B2");
            Subject C = new Subject("Syllabus of C1");
            Subject D = new Subject("Syllabus of D1");
            this.tvCourse.Nodes[0].Nodes[0].Tag = A;
            this.tvCourse.Nodes[0].Nodes[0].Nodes[1].Tag = B;
            this.tvCourse.Nodes[0].Nodes[1].Nodes[0].Tag = C;
            this.tvCourse.Nodes[0].Nodes[2].Nodes[0].Tag = D;
        }
        private void treeView1 AfterSelect(object sender, TreeViewEventArgs
e)
        {
            this.listView1.Items.Clear();
            this.listView1.Columns.Clear();
            // nut goc
            if (e.Node == this.tvCourse.Nodes[0])
                this.listView1.View = View.List;
                this.listView1.Items.Add(new ListViewItem("This is the
Business Course" ));
            else if (e.Node.Text.StartsWith("2"))
                this.listView1.Columns.Add("StartDate", 140,
HorizontalAlignment.Center);
                this.listView1.Columns.Add("EndStartDate", 70,
HorizontalAlignment.Center);
                this.listView1.Columns.Add("Description", 70,
HorizontalAlignment.Center);
                this.listView1.Columns.Add("Duration", 70,
HorizontalAlignment.Center);
                this.listView1.View = View.Details;
                Course tmp = (Course)e.Node.Tag;
                ListViewItem item = new ListViewItem(tmp.StartDate);
                item.SubItems.Add(tmp.EndDate);
                item.SubItems.Add(tmp.Description);
                item.SubItems.Add(tmp.Duration.ToString());
                this.listView1.Items.Add(item);
            }
            else
                Subject tmp = (Subject)e.Node.Tag;
                this.listView1.View = View.List;
                this.listView1.Items.Add(new ListViewItem(tmp.Syllabus));
            }
        }
```

Marks:

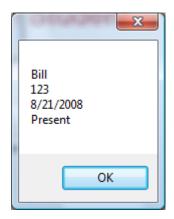
- 30% UI
- 70% process.

Assigment 4: (Date Components)

1. Design UI as picture bellow:



- When enter data and click Submit (after validation – roll number 3 digit) app will displayed a messageBox bellow :



Marks:

- UI. (20%)
- Validation (40%)
- Process (40%)