**Topic 3 Assignment / Chapter 3 & 4**

**Windows Programming & CIS-2225**

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| Author: | Christopher Sigouin |
| Date: | October 2, 2015 |
| Due Date: | October 5, 2015 |
| Assignment: | Topic 3 Chapter 3 & 4  Assignment |
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|  | CIS-2225 Windows Programming |

Topic 3 Assignment 1

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| To: | Gerald Caissy |
| From: | Christopher Sigouin |
| Date: | October 2, 2015 |
| Subject: | Widget Production Payment Calculator |
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The application for this exercise was designed to calculate payroll for a widget worker. Widget workers are paid by the widget assembled. Workers who produce a greater quantity of output are paid at a higher rate.

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| **Widget Production Payment Rates** | |
| **Widgets Produced** | **Price per widget** |
| 1..100 | .50 |
| 101..399 | .55 |
| 400..599 | .60 |
| 600+ | .65 |

Design of the application includes the main windows form class that completes the layout of the GUI interface. Two separate classes are utilized as well. A ‘Widget Worker ‘class and a ‘Widget ‘class to represent the objects within the application. The button layout defines the functionality of the application. There are a total of 4 buttons such as ‘Calculate’, ‘Summary’, ‘Clear’, and ‘Clear All’. Both the ‘Widget Worker’ and ‘Widget’ objects would be instantiated once valid input is entered and the user clicks the button ‘Calculate’. Once the calculation completes, the application will enable the summary button to allow its display since there is valid data within the system. The ‘Clear’ button will only clear the current user values as well as the objects themselves. With the ‘Clear All’ button, it will provide the user a choice to either clear all values including any summarized values or to cancel the procedure. Some test data can be found below to use for the application.

TEST DATA:

1st entry - 150 widgets (150 \* .55 = 82.5)

2nd entry - 450 widgets (450 \* .60 = 270)

3rd entry - 40 widgets (40 \* .50 = 20)

4th entry - 620 widgets (620 \* .65 = 403)

Summary: Total Pay - 775.5

Average Pay - (775.5 / 4 = 193.875)