Melinda's Little App Centre - Application Documentation

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Introduction

Welcome to Melinda's Little App Centre!

Welcome

Melinda's Little App Centre is a simple Windows Form application with a few different functionalities. This help file will examine the functionalities more closely and give some guidance on usage.

Overview of the user interface

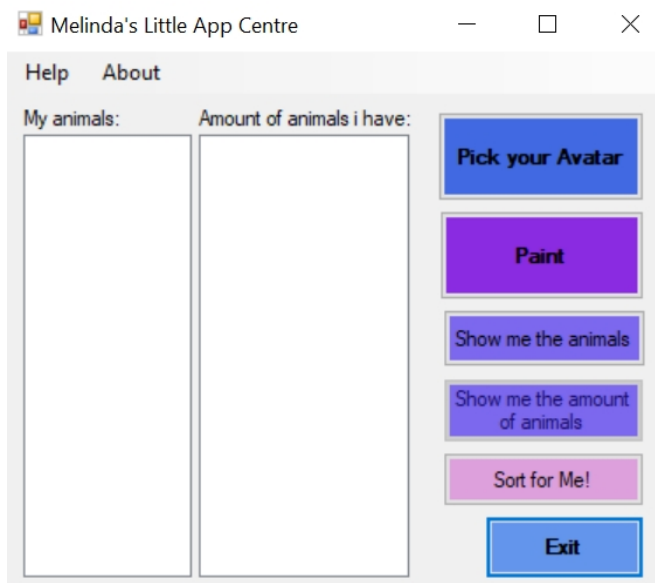The following chapters look at all the interfaces individually.

Main Menu

When you start up the application the main form gets loaded. The interface is very simple.
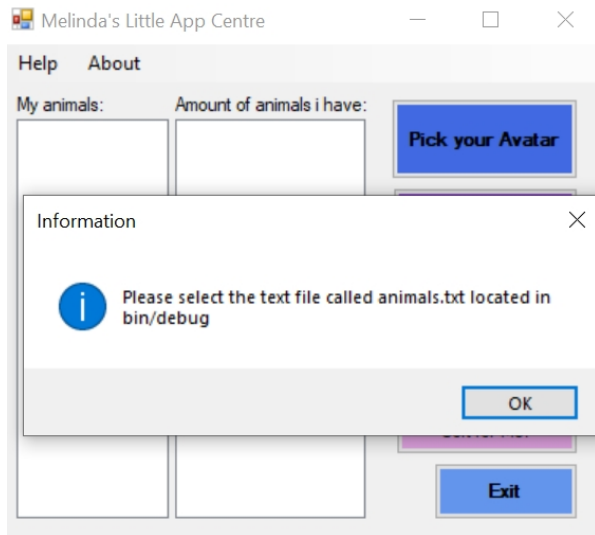
There is a menu to get to this Help document and an About section which displays some information about the application.

From the main menu the Avatar window and the Paint window can be accessed. This can be done simply through the click of a button.

The main menu also displays a list of animals and the amount of animals that Melinda has. This is again done through the click of a button.

When the "Show me the animals" button is clicked it first displays an information message. This tells the user which text file to open in the next Open File Dialog. The Show me the amount of animals works the same way except that a different file needs to be opened.
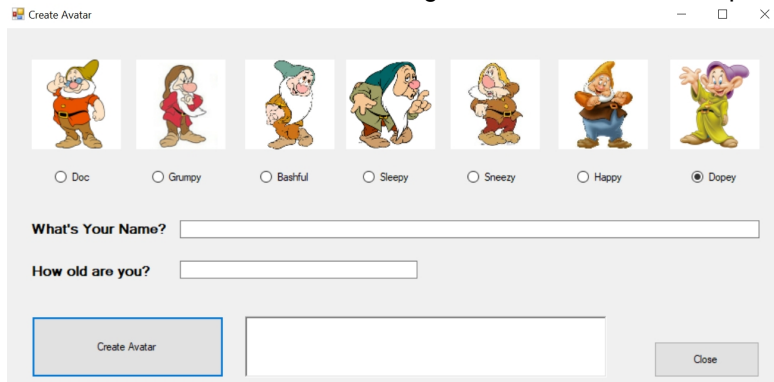
The Sort for me button uses the Comparator to sort through both the array and the List of Animals.

There is also an Exit button to exit the application elegantly. This can also be done through pressing the Esc.

Avatar

When the "Pick Your Avatar" button gets clicked this window opens.

The user can select a Dwarf to set as their Avatar. If the user does not select one it will be the default Dopey.

If the user fills out the Name and Age text boxes and clicks the "Create Avatar" button the new Avatar details will be displayed on the form.

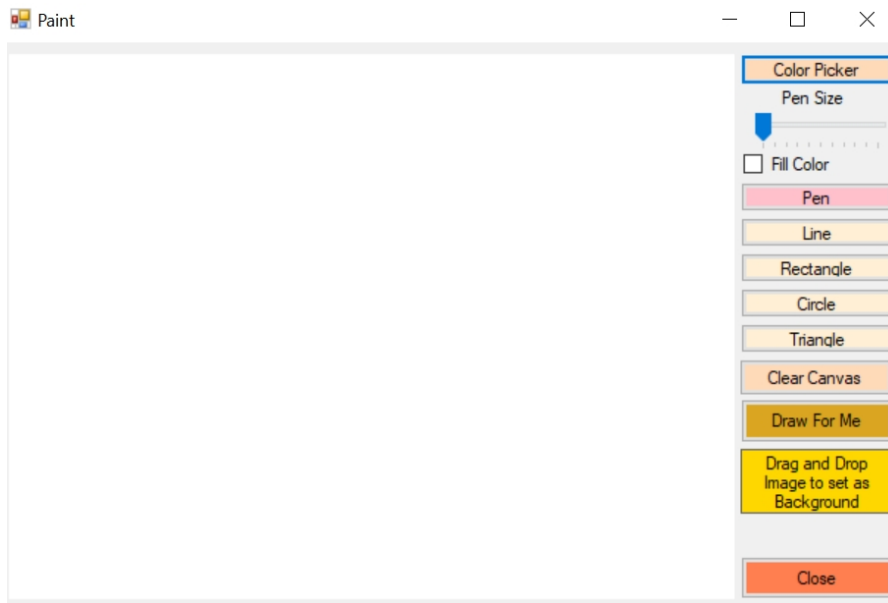The "Close" button elegantly closes this form and brings the user back to the main form.

Paint

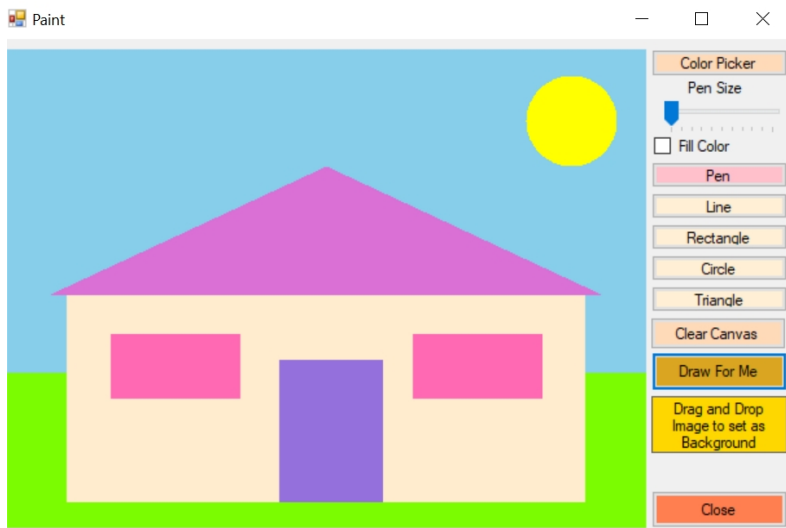When the "Paint" button gets clicked the Paint window opens.

This window has a lot of functionality. At the start the user is provided with an empty white Canvas. From here the user can choose the color through the "Color Picker" button and set the size of the pen by moving the trackbar. The user can also choose whether they want to fill in shapes or just draw the outline.

Through the buttons following settings can be selected : Pen, Line, Rectangle, Circle, Triangle

The canvas can be reset through the "Clear Canvas" button.

The "Draw For Me" button draws a picture that has been hard-coded onto the canvas.

Through the Drag and Drop Label an image can be set as the Canvas background. If the file drag and dropped is not a valid image an error message will be displayed.