

ISPROG1 Arithmetic Program Exercise

Instruction:

Create a windows application that has the following functions and features:

- 1.) Adds 2 number inputs (inputs should use real number data types and text box controls) and displays their sum (also using a text box) when you click the appropriate button.
- 2.) Subtracts one number from another (inputs should use real number data types and text box controls) and displays their difference (also using a textbox) when you click the appropriate button.
- 3.) Multiplies 2 number inputs (inputs should use real number data types and text box controls) and displays their product (also using a textbox) when you click the appropriate button.
- 4.) Divides 2 numbers inputs (inputs should use real number data types and text box controls) and displays their quotient (also using a textbox) when you click the appropriate button.

User Interface:

The program should look like the figure below (a detailed user interface coordinate data is also given below):

Detailed User Interface Coordinate Data:

- 1.) Change the font size of the form to 12 and the text property of the form to "Arithmetic Program". Also change the size of the form to (880, 255).
- 2.) Create 16 labels and set their text and location properties as listed in the table below:

Label Text	Location
Addition Problem	13, 27
Subtraction Problem	222, 27
Multiplication Problem	441, 27
Division Problem	640, 27
Operand 1	13, 68
Operand 2	13, 100
Sum	55, 166
Operand 1	222, 68
Operand 2	222, 100
Difference	223, 166

Operand 1	441, 68
Operand 2	441, 100
Product	461, 166
Operand 1	670, 68
Operand 2	670, 100
Quotient	690, 166

- 3.) Create 12 text boxes and set their name, location and size properties as listed in the table below:

Name	Location	Size
AddOp1	103, 65	83, 26
AddOp2	103, 97	83, 26
Sum	103, 163	83, 26
SubOp1	312, 65	83, 26
SubOp2	312, 97	83, 26
Difference	312, 163	83, 26
MultOp1	531, 65	83, 26
MultOp2	531, 97	83, 26
Product	531, 163	83, 26
QuoOp1	760, 65	83, 26
QuoOp2	760, 97	83, 26
Quotient	760, 163	83, 26

- 4.) Create 4 buttons and set their name, text, location and size properties as listed in the table below:

Name	Text	Location	Size
SumButton	Compute Sum	18, 129	168, 28
Difference Button	Compute Difference	227, 129	168, 28
ProductButton	Compute Product	446, 129	168, 28
QuotientButton	Compute Quotient	675, 129	168, 28