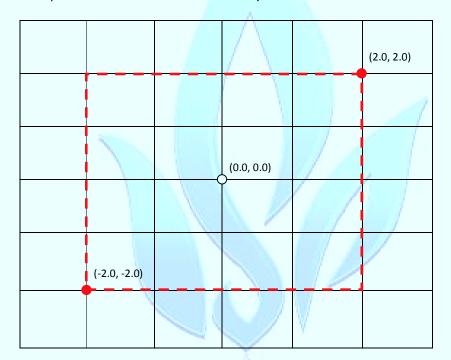
Point-Rectangle Intersection Test

Name:	Date:
Section:	

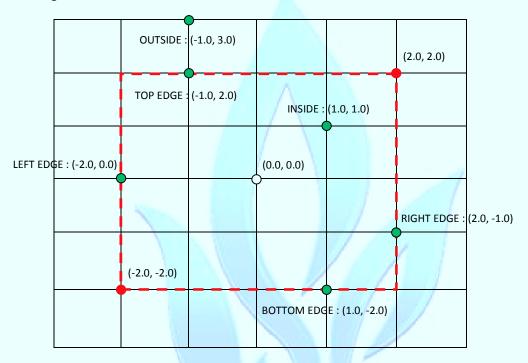
- 1.) Create a windows form application program that accepts 2 real number inputs representing the x and y coordinate values of a point in a 2D cartesian coordinate system.
- 2.) The program should determine whether the given point is within the boundary of a rectangle. The rectangle boundaries are defined by two points given as point (-2.0, -2.0) and point (2.0, 2.0). Each point is represented by 2 real number values representing the x and y coordinate values of a point in a 2D cartesian coordinate system.



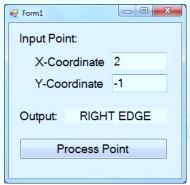
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- 3.) The program must have 6 possible outputs to be displayed on a textbox or label control:
 - a. INSIDE: the specified point is inside the boundaries of the rectangle
 - b. OUTSIDE: the specified point is outside the boundaries of the rectangle
 - c. LEFT EDGE: the specified point is on the left edge of the rectangle's boundary
 - d. RIGHT EDGE: the specified point is on the right edge of the rectangle's boundary
 - e. TOP EDGE: the specified point is on the top edge of the rectangle's boundary
 - f. BOTTOM EDGE: the specified point is on the bottom edge of the rectangle's boundary

See figure below for illustration



4.) The figure below shows how the program looks like.



- 5.) Ensure that the program perform data validation that prompts the user using a message box.
 - a. Empty entries for the X-Coordinate input

The following data checks should be present

b. Valid numerical entries for the Y-Coordinate input (Use TryParse)