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Introduction:

Now I am dissection about my photo viewer. A program is a set of advice to tell the computer to perform different things; at times the lessons it has to make depends on what happened when it performed a before instruction. This part gives an general idea of the two main ways in which you can provide these information, or "commands" as they are regularly called. One method uses an prophet, the other a compiler. As human languages are as well not easy for a computer to realize in an definite way, information are usually on paper in one or other languages in particular designed for the purpose.

Design:

Just before build my effort easy at first I practice it.

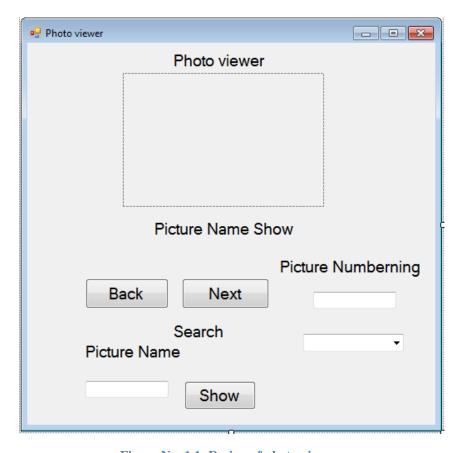


Figure No .1.1: Design of photo viewer.

When window is open:

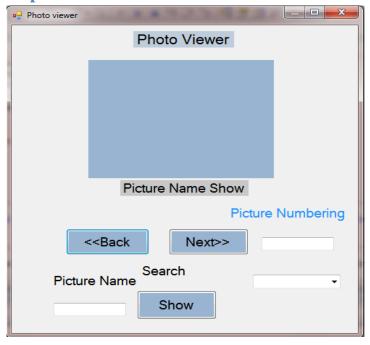


Figure No.1.2: Display of photo viewer.

Output:

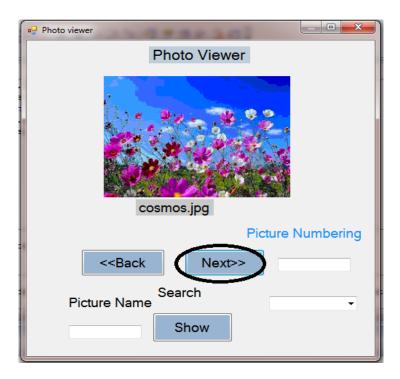


Figure No.1.3: Display of Next button.

Use of Control:

Now are the particulars regarding my design. Just before total it I get a few buttons, picture box and label. I as well present the details with the purpose of must to modify for the program.

Controls name	Use of controls	
Button	Used for Next, back, name show	
Combo Box	Used to selecting picture name	
Label	Used to the caption	
Picture box	To display the Picture	
Text box	Use for Picture numbering and Picture name	

Table1.1: Controls name and use

Name of controls

Here this design to recognize the pedals easily I provide some name. The names are given below-

Name of controls	Name	
Button	Button1, Button2, Button3.	
Combo box	Combo box	
Label	Leble1, Leble2, Leble3, Leble4, Leble5.	
Picture box	PictureBox1	
Text box	Textbox1, Textbox2.	

Table 1. 2: Naming of controls

For variable

Table of variable

Variable	Details	Type
Imageindex1	Use of next and back	integer
Imageindex2	Use of combox1	integer
Imageindex3	Use of Button3	integer
Imageindex4	Use of TextBox2	integer

Table 1. 3: table of variable

Choice of event

Event	Description
If	Used for a condition
Else	Next condition when if condition is false
Else if	New Condition
To string	Display string/text

Table 1. 4: table of events

Name of control and changing name

Control name	Default name	Change name
Button1	Button1	Back

Button2	Button2	Next
Button3	Button3	show
ComboBox1	ComboBox1	ComboBox1
TextBox2	TextBox2	TextBox2

Table 1. 5: table of control and changing name

Fonts of colors

font	colors	
New time roman	Light gray and light slate gray	

Table 1.6: fonts of colors

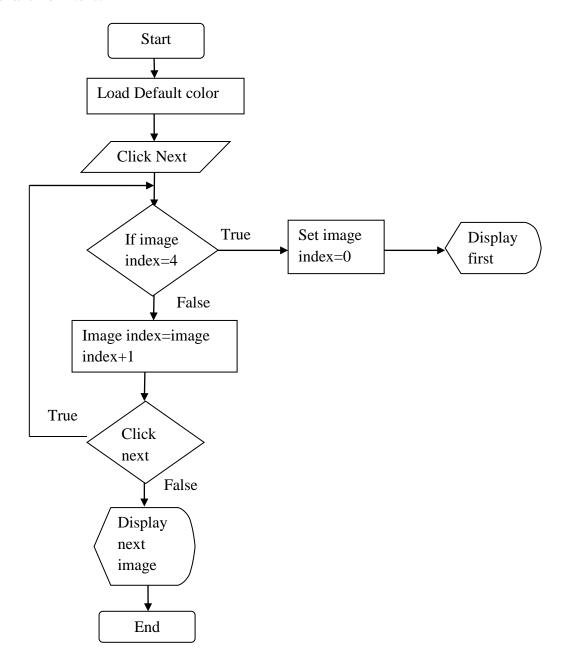
Name of properties

Name of properties	Default Value of button,	Change values
	combo box, label, picture box, text box	
	Button1, Button2,	Button1, Button2,
Name	Button3,ComboBox1,Lable1-	Button3,ComboBox1,Lable1-
Name	Lable5,PictureBox1,TextBox1,	Lable5,PictureBox1,TextBox1,
	TextBox2	TextBox2
Font	Microsoft sans serif regular-8	Microsoft sans serif regular-14
Size	494,507	256,180
	Button1, Button2,	Back, Next, Show,
Tout	Button3,ComboBox1,Lable1-	ComboBox1, Picture name,
Text	Lable5,PictureBox1,TextBox1,	Photo viewer, Search, Picture
	TextBox2	Numbering, Picture name.

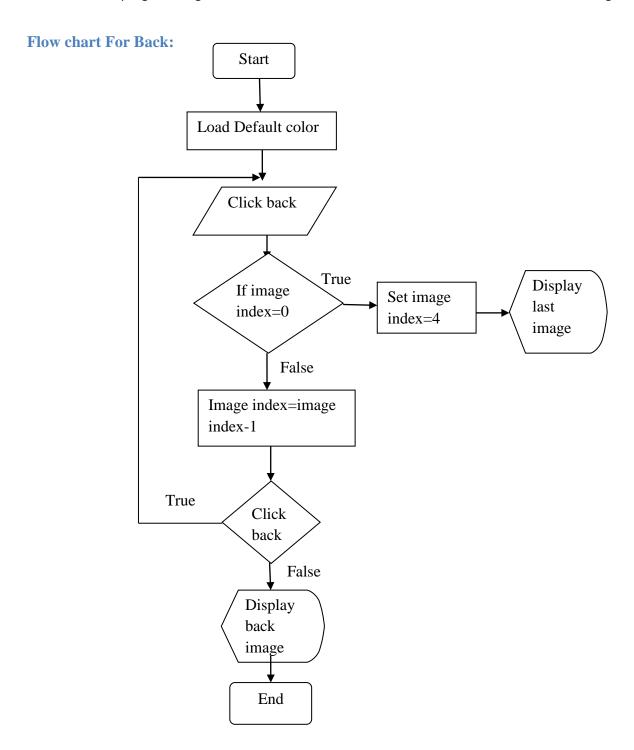
Table 1.7: Name of Properties

Flow chart:

Flow chart For Next:

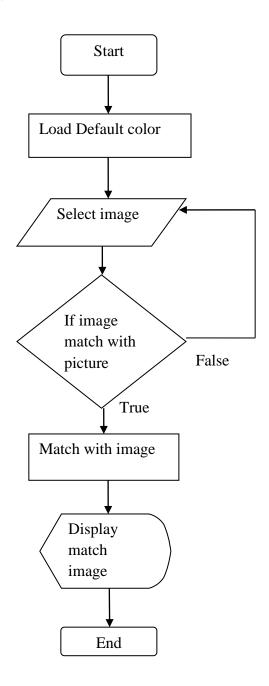


Flow of Constance: first this program is start, then Display show load default color. Then we click on next if image is correct then show in picture on display board as well as if next button click on then picture show one by one and after end.



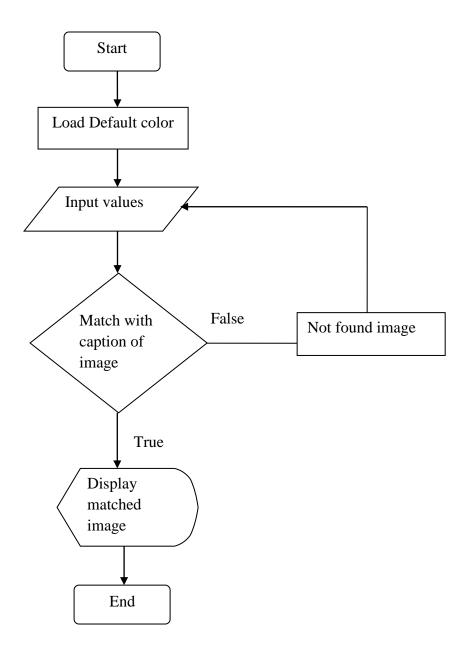
Flow of Constance: first this program is start, then Display show load default color. Then we click on back if image is correct then show in picture on display board as well as if back button click on then picture show one by one and after end.

Flow chart For Combo Box:



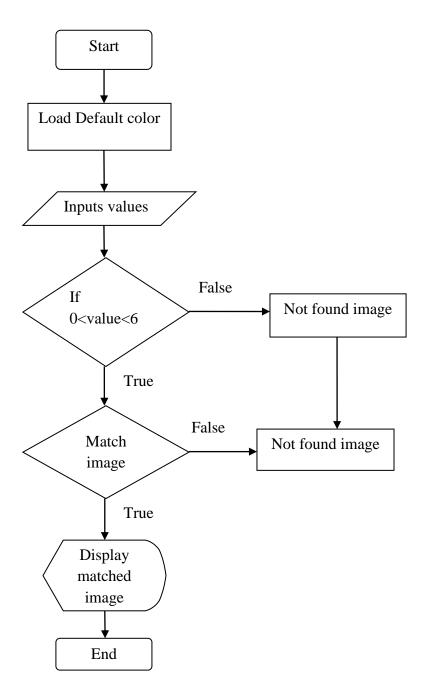
Flow of Constance: first this program is start, then Display show load default color. Then we click on combo box if image is correct then show in picture on display board as well as if combo box click on then picture show one by one and after end.

Flow chart For Text Box:



Flow of Constance: first this program is start, then Display show load default color. Then we click on textbox1 if image name is found it is correct then show in picture on display board as well as if textbox1 click on then picture name is wrong then image is not found show and after end.

Flow chart for numbering:



Flow of Constance: first this program is start, then Display show load default color. Then we click on textbox2 numbering if image is correct then show in picture on display board as well as if number click on then picture show one by one and picture number is one to five as well as after end.

Implementation:

For from

```
Form1

Public Class Form1

Dim imageindex As Short = 0

Dim imageindex2 As Short = 0

Dim imageindex3 As Short = 0

Dim imageindex4 As Short = 0
```

For Button2:

For Button1:

For Combo Box1:

```
Private Sub ComboBox1_SelectedIndexChanged(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles ComboBox1.SelectedIr

'this part for combobox1 selected picture

If ComboBox1.SelectedItem = "blue-daisy" Then

PictureBox1.Image = ImageList1.Images.Item(imageindex2 + (0))

Label1.Text = ImageList1.Images.Keys(imageindex2 + (0))

ElseIf ComboBox1.SelectedItem = "cosmos" Then

PictureBox1.Image = ImageList1.Images.Keys(imageindex2 + (1))

Label1.Text = ImageList1.Images.Keys(imageindex2 + (1))

ElseIf ComboBox1.SelectedItem = "Rose" Then

PictureBox1.Image = ImageList1.Images.Item(imageindex2 + (2))

ElseIf ComboBox1.SelectedItem = "Sunflower" Then

PictureBox1.Image = ImageList1.Images.Item(imageindex2 + (3))

Label1.Text = ImageList1.Images.Keys(imageindex2 + (3))

ElseIf ComboBox1.SelectedItem = "orcid" Then

PictureBox1.Image = ImageList1.Images.Item(imageindex2 + (4))

Label1.Text = ImageList1.Images.Keys(imageindex2 + (4))

End If

End Sub
```

For Button3:

```
Private Sub Button3 Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button3.Click
    'this part for show the picture
        If TextBox1.Text = "blue-daisy" Then
            PictureBox1.Image = ImageList1.Images.Item(imageindex3 + (0))
            Label1.Text = ImageList1.Images.Keys(imageindex3 + (0))
        ElseIf TextBox1.Text = "cosmos" Then
            PictureBox1.Image = ImageList1.Images.Item(imageindex3 + (1))
        Label1.Text = ImageList1.Images.Keys(imageindex3 + (1))
ElseIf TextBox1.Text = "Rose" Then
            PictureBox1.Image = ImageList1.Images.Item(imageindex3 + (2))
            Label1.Text = ImageList1.Images.Keys(imageindex3 + (2))
        ElseIf TextBox1.Text = "Sunflower" Then
            PictureBox1.Image = ImageList1.Images.Item(imageindex3 + (3))
            Label1.Text = ImageList1.Images.Keys(imageindex3 + (3))
        ElseIf TextBox1.Text = "orcid" Then
            PictureBox1.Image = ImageList1.Images.Item(imageindex3 + (4))
            Label1.Text = ImageList1.Images.Keys(imageindex3 + (4))
            MsgBox("not found")
        End If
    Catch t3 As Exception
        MsgBox("worng")
    End Try
End Sub
```

For TextBox2:

```
Private Sub TextBox2_TextChanged(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles TextBox2.TextChanged
'this part for textbox2 numbring
PictureBox1.Refresh()

Try

If TextBox2.Text = "1" Then
PictureBox1.Image = ImageList1.Images.Item(imageindex4 + (0))
Label1.Text = ImageList1.Images.Keys(imageindex4 + (0))
ElseIf TextBox2.Text = "2" Then
PictureBox1.Image = ImageList1.Images.Item(imageindex4 + (1))
Label1.Text = ImageList1.Images.Keys(imageindex4 + (1))
ElseIf TextBox2.Text = "3" Then
PictureBox1.Image = ImageList1.Images.Item(imageindex4 + (2))
Label1.Text = ImageList1.Images.Keys(imageindex4 + (2))
ElseIf TextBox2.Text = "4" Then
PictureBox1.Image = ImageList1.Images.Item(imageindex4 + (3))
Label1.Text = ImageList1.Images.Keys(imageindex4 + (3))
ElseIf TextBox2.Text = "5" Then
PictureBox1.Image = ImageList1.Images.Item(imageindex4 + (4))
Label1.Text = ImageList1.Images.Keys(imageindex4 + (4))
End If

Catch t4 As Exception
MsgBox("worng")
End Try

End Sub
```

Individual Testing

Testing for picture name:

Test case no	User input	System output	Actual output	Remark
1	blue-daisy	blue-daisy.jpg	blue-daisy.jpg	correct
2	cosmos	Cosmos.jpg	Cosmos.jpg	correct
3	Rose	Rose.jpg	Rose.jpg	correct
4	Sunflower	Sunflower.jpg	Sunflower.jpg	correct
5	orcid	Orcid.jpg	Orcid.jpg	correct
6	wrong	Not found	Not found	correct

Table 2.1-name of picture

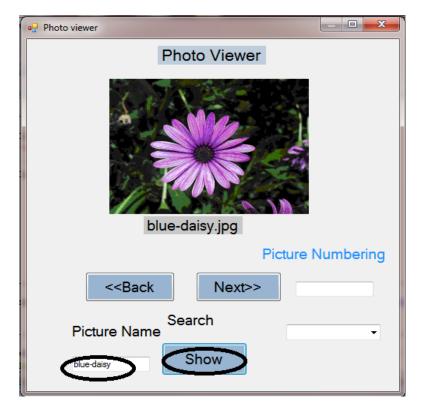


Figure No.2.1: Display of picture name.

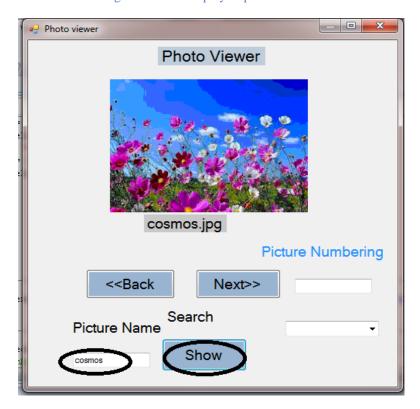


Figure No.2.2: Display of picture name.

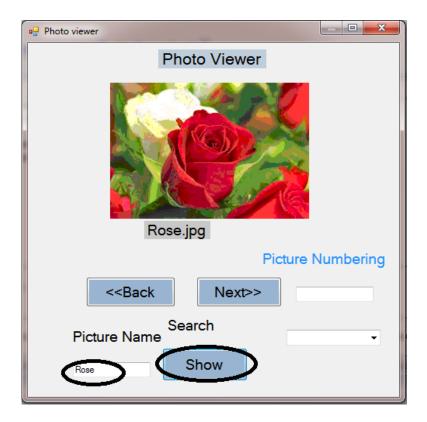


Figure No.2.3: Display of picture name.

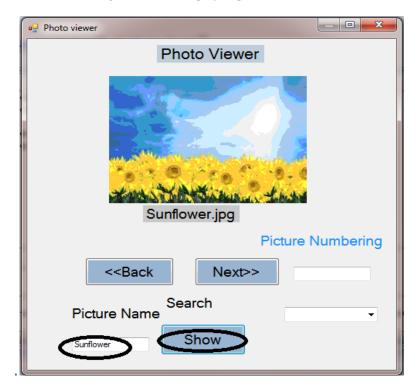


Figure No.2.4: Display of picture name.

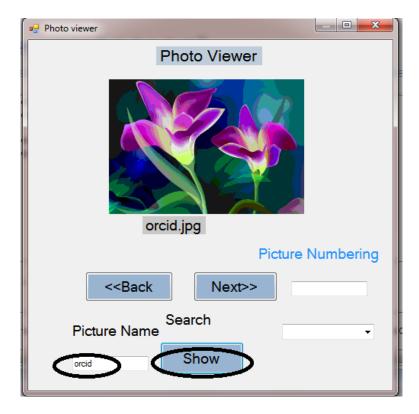


Figure No.2.5: Display of wrong picture name.

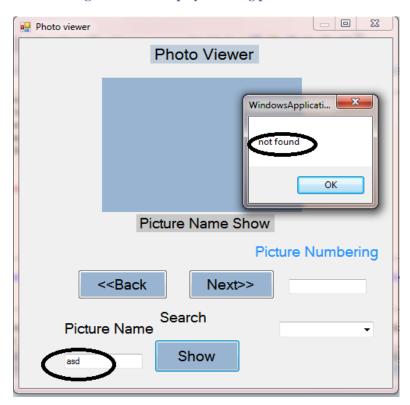


Figure No.2.6: Display of picture name.

Testing for picture numbering

Test case no	User input	System output	Actual output	Remarks
1	1	blue daisy	blue daisy.jpg	correct
2	2	cosmos	Cosmos.jpg	correct
3	3	Rose	Rose.jpg	correct
4	4	Sunflower	Sunflower.jpg	correct

Table 2.2- picture numbering

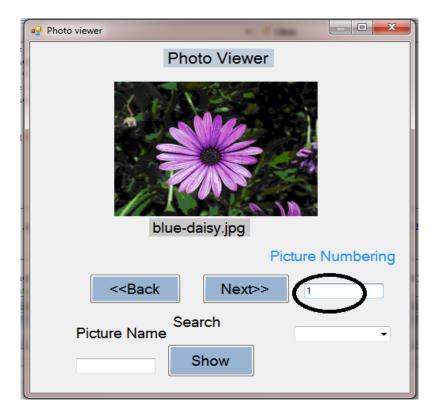


Figure No.3.1: Display of numbering.

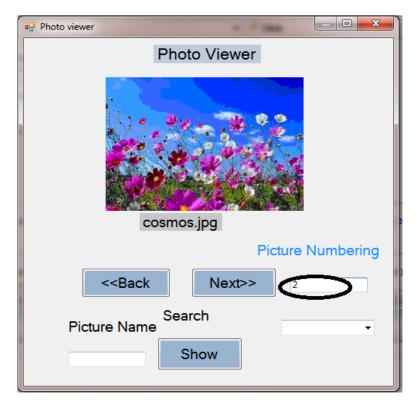


Figure No.3.2: Display of numbering.

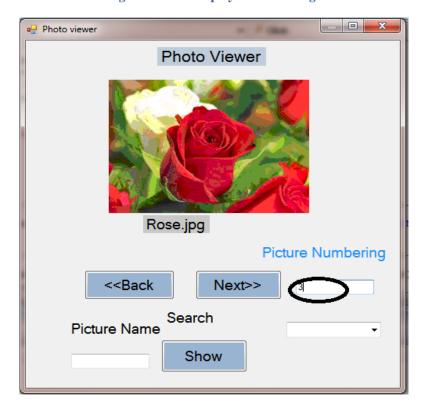


Figure No.3.3: Display of numbering.

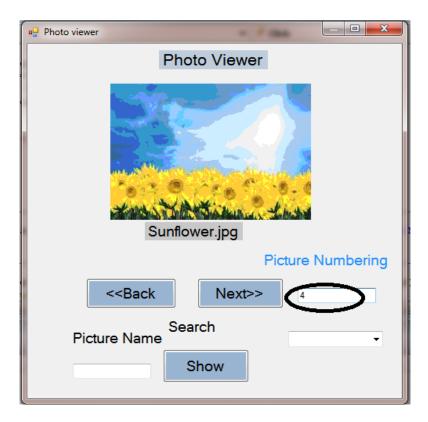


Figure No.3.4: Display of numbering.

Testing for caption:

Test case no	User input	System output	Actual output	Remark	
1	Lable1	Show in picture	Show in picture	aarraat	
1		name	Name	correct	
2	Lable2	Photo viewer	Photo viewer	correct	
3	Lable3	Search	Search	correct	
4	Lable4	Picture	Picture	a a mma a t	
		Numbering	Numbering	correct	
5	Lable5	Picture name	Picture name	correct	

Table 2-.3-name of caption

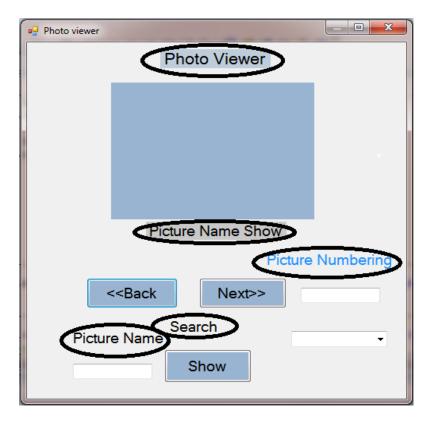


Figure No.4.1: Display of caption.

Testing for next and back button:

Test case no	User input	System output	Actual output	Remarks
1	Button2	Next	Picture no2	correct
2	Button2	Next	Picture no3	correct
3	Button2	Next	Picture no4	correct
4	Button2	Next	Picture no5	correct
5	Button2	Next	Picture no1	correct
6	Button1	Back	Picture no5	correct
7	Button1	Back	Picture no4	correct
8	Button1	Back	Picture no3	correct
9	Button1	Back	Picture no2	correct
10	Button1	Back	Picture no1	correct

Table 2.4-table of next and back Button

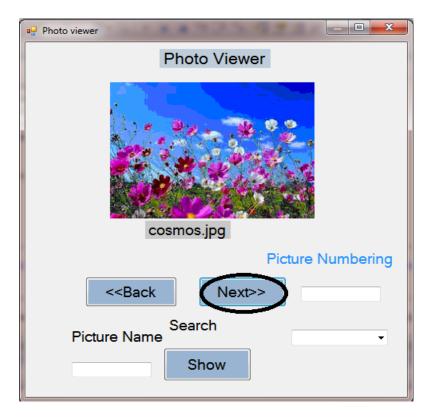


Figure No.5.1: Display of Next button.

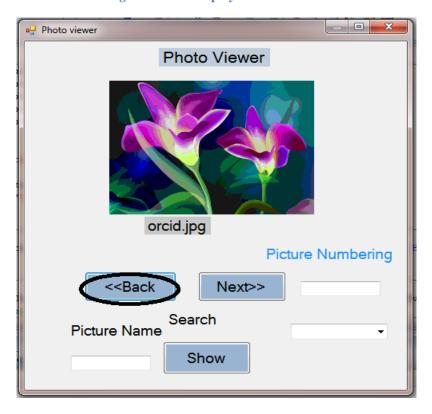


Figure No.5.2: Display of Next button.

Testing for Combo Box:

Test case no	User input	System output	Actual output	Remarks
1	ComboBox1	Select Picture	Show Picture	Correct
2	ComboBox1	Select picture	Show Picture	Correct

Table 2.5-table of combo Box

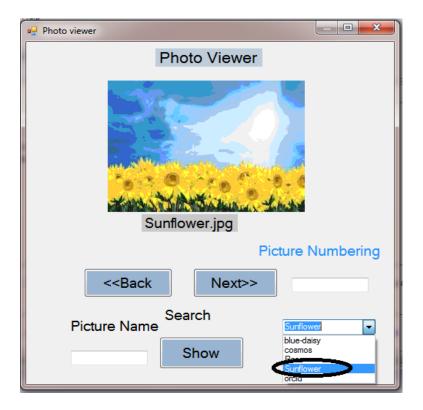


Figure No.6.1: select of combo box picture.

Integration testing

Test case no	Test case details	input	Output	Actual output	Remarks
1	If user input 1,output will be that image	blue-daisy	blue-daisy.jpg	blue-daisy.jpg	correct
2	If user input 2,output will be that image	cosmos	Cosmos.jpg	Cosmos.jpg	correct
3	If user input 3,output will be that image	Rose	Rose.jpg	Rose.jpg	correct
4	If user input 4,output will be that image	Sunflower	Sunflower.jpg	Sunflower.jpg	correct
5	If user input 5,output will be that image	orcid	Orcid.jpg	Orcid.jpg	correct
6	If user input blue-daisy, output will be that image	blue-daisy	blue-daisy.jpg	blue-daisy.jpg	correct
7	If user input cosmos, output will be that image	cosmos	Cosmos.jpg	Cosmos.jpg	correct
8	If user input Rose, output will be that image	Rose	Rose.jpg	Rose.jpg	correct
9	If user input sunflower, output will be that image	Sunflower	Sunflower.jpg	Sunflower.jpg	correct
10	If user input orcid, output will be that image	orcid	Orcid.jpg	Orcid.jpg	correct
11	If user input default Name, output will be that image	wrong	Not found	Not found	correct
12	If user input Button2,output will be that image	Next	Cosmos.jpg	Cosmos.jpg	correct
13	If user input	Next	Rose.jpg	Rose.jpg	correct

	Button2,output will be that image				
14	If user input Button2,output will be that image	Next	Sunflower.jpg	Sunflower.jpg	correct
16	If user input Button2,output will be that image	Next	Orcid.jpg	Orcid.jpg	correct
17	If user input Button2,output will be that image	Next	blue-daisy.jpg	blue-daisy.jpg	correct
18	If user input Button1,output will be that image	Back	Orcid.jpg	Orcid.jpg	correct
19	If user input Button1,output will be that image	Back	Sunflower.jpg	Sunflower.jpg	correct
20	If user input Button1,output will be that image	Back	Rose.jpg	Rose.jpg	correct
21	If user input Button1,output will be that image	Back	Cosmos.jpg	Cosmos.jpg	correct
22	If user input Button1,output will be that image	Back	blue-daisy.jpg	blue-daisy.jpg	correct
23	If user input Lable1,output will be that image	Label1	Picture name show	Picture name changing	correct
24	If user input Lable2,output will be that image	Label2	Photo viewer	Photo viewer	correct
25	If user input Lable3,output will be that image	Label3	search	search	correct
26	If user input Lable4,output will be that	Label4	Picture numbering	Picture numbering	correct

	image				
27	If user input Lable5,output will be that image	Label5	Picture name	Picture name	correct
28	If user input ComboBox1 Select Picture, output will be that image.	Select Picture Name	Show the picture	Show the picture	correct
29	If user input ComboBox1 Select Picture, output will be that image	Select Picture Name	Show the picture	Show the picture	correct

Publish Exe file:

First from coding, click on build, then click on publish photo viewer, then show in publish wizard file then click on next. After click on next and next then after click on finish as well as this program is ready.

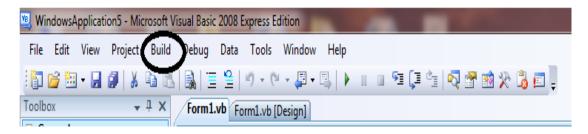


Figure No.7.1: click on Build

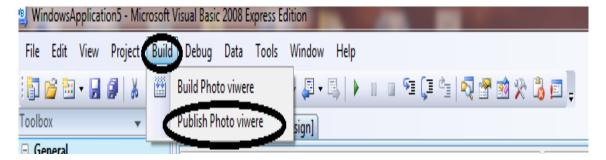


Figure No.7.2: click on Photo viewer

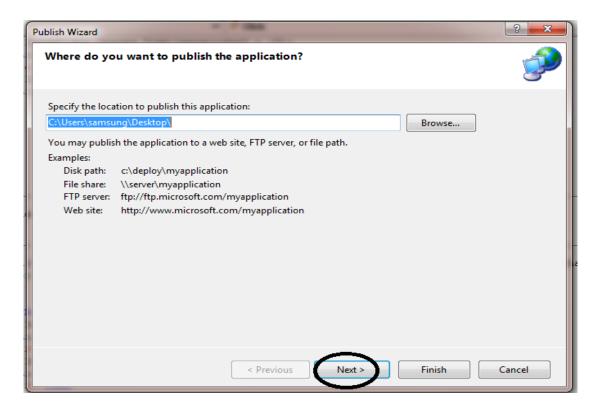


Figure No.7.3: click on next

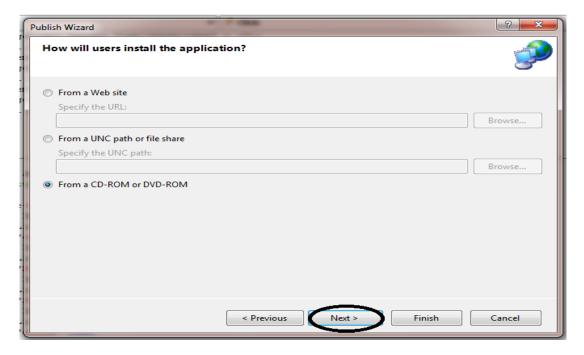


Figure No.7.4: click on Next.

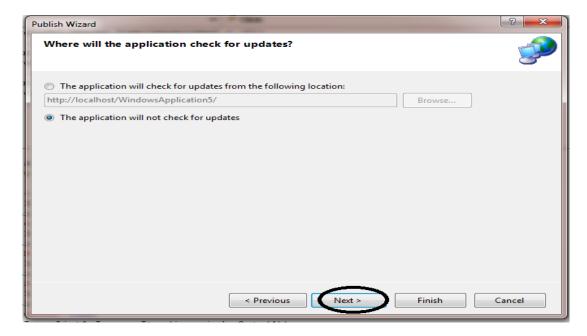


Figure No.7.5: click on Next.

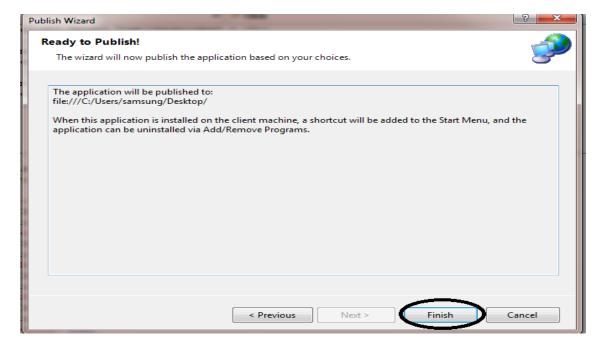


Figure No.7.6: click on Finish.

User Guide

Introduction to the system:

This system will help to select choice combo box, textbox, picture box and button. Using this system user can change the picture and the box also. By using the combo box user can change the picture one by one.

Step by step user instructions:

Installation

Hardware requirement

- Pentium 3 or upper machine
- Applicable for note book also

Software requirement

• Window xp, window7 and 8 like operating systems

Instructions

- Double click the file setup. Then click next.
- Setup will be complete.
- Enjoy the program.

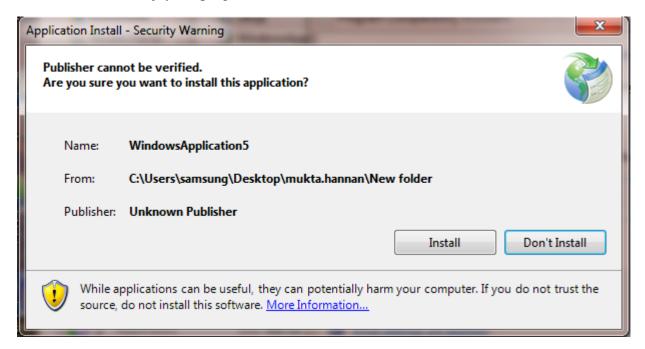


Figure No.8.1: Install Exe file

Conclusion:

To solve this problem I take a form. In the form I designed my idea. To design it I choose so many controls and change their names. In this program I use some event. Finally I solve the problem and it run successfully.

Reference:

- https://www.google.com.bd/search?q=picture+of+flower+in+bangladesg&ie=utf-8&oe=utf-8&rls=org.mozilla:en-US:official&client=firefox-
- https://www.google.com.bd/search?q=picture+of+flower+in+bangladesg&ie=utf-8&oe=utf-8&rls=org.mozilla:en-US:official&client=firefoxbeta&channel=np&source=hp&gws rd=cr&ei=2tX5UoPFC47GrAfuhYGADA
- http://www.webcrawler.com/info.wbcrwl.305.07/search/web?q=flowers+of+bangla desh&cid=139527998&ad.network=g&ad.keyword=flowers%20of%20bangladesh&a d.creative=25781959118&ad.position=1t1&ad.placement=&ad.matchtype=b&ad.ace id=&ad.ismobile=&ad.device=c&ad.devicemodel=&ad.segment=info.wbcrwl.305.07
- http://www.webcrawler.com/info.wbcrwl.305.07/search/web?q=flowers+of+bangla desh&cid=139527998&ad.network=g&ad.keyword=flowers%20of%20bangladesh&a d.creative=25781959118&ad.position=1t1&ad.placement=&ad.matchtype=b&ad.ace id=&ad.ismobile=&ad.device=c&ad.devicemodel=&ad.segment=info.wbcrwl.305.07