

Programming Exercise 8A

NOTE: All programs that you write must have comments at the top with 1) the program name, 2) your name, and 3) a sentence describing what the program does.

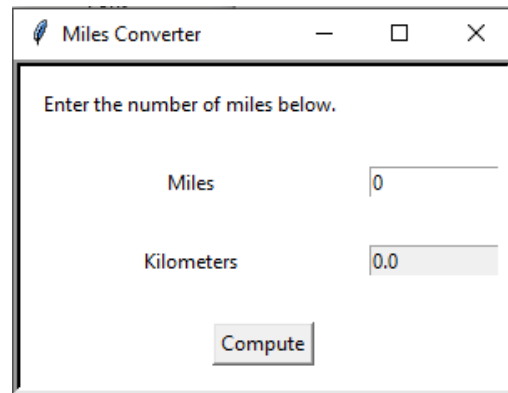
1. Write a GUI program named **Lab8A1** that will convert miles to kilometers.
In the top part of the form place a text box to hold the number of miles and a button that activates the calculation. Under that place an output text box that will hold the corresponding number of kilometers, which will be computed by the program.

$$\text{kilometers} = 1.60934 * \text{miles}$$

Add a label at the very top that gives the user instructions.

Add the statement to let the user press Enter on the keyboard instead of clicking the button.

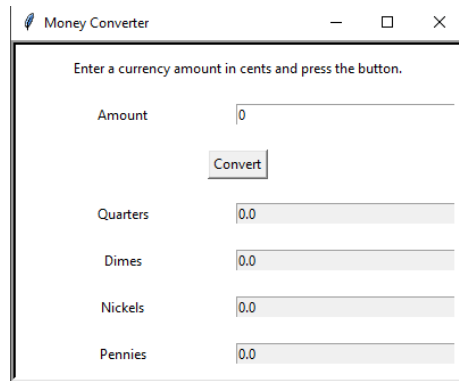
Make sure you test your programs.



2. Create a new GUI form named **Lab8A2**.

In this program you will ask the user for a currency amount in cents (ex – 99 cents) and calculate the number of quarters, dimes, nickels and pennies that would be used for this amount.

- For this assignment you will create a form with a text box that will receive the currency amount in cents, along with a button that executes the task of calculating the number of quarters, dimes, etc.
- Underneath it, place 4 output text boxes that will show the calculated number of quarters, dimes, nickels and pennies.
- The user will fill in the top text box and click the button; then the program will calculate and fill in the values for the bottom 4 labels. Add the statement to let the user press Enter on the keyboard instead of clicking the button.
- Place a label at the top of the screen that tells the user what to do.



3. Write a GUI program named **Lab8A3** that will calculate the cost for renting a moving truck.
- It should have 2 text boxes that the user will fill in. The 1st will hold the number of hours the truck is used, and the 2nd will hold the number of miles driven.
 - Add a button that starts the calculation of the moving cost. The cost will be \$200 + \$150 per hour + \$2 per mile.
 - Under that place a label that will show the cost along with a title. Format the cost as currency.
 - Add a label at the very top that gives the user instructions.

