Programming 512 Practical "one"

1. Open your visual studio, create a new VB project, rename your form to ColorForm.vb you rename by right clicking on top of the form name in the solution explorer, Download the file named "Prac1 example 1.txt", clear all the code in the form, copy and paste the code from the text file to the form and run it .. understand each and every statement in the code and play around the code, change or add statements to understand the code.

2. Draw the polygon that is displayed in the following picture using lines not the predefined drawPolgon method, draw the String "stop" that is displayed in the center of the polygon. The color of the String should be red, font must be Arial, font style must be italic and size must be 25

   To draw string using fonts and font styles you'll need this code
   ```
   ' creating a font style object
     Dim fontStyleName As FontStyle = FontStyle.styleName

     ' creating a font object

     Dim fontName As Font = New Font("fontName", Size as interger, style)

   ' drawing the string

       graphicsObject.DrawString("String to display", fontName,
     brushName,StartPosition as integer, y start position as integer)
   ```
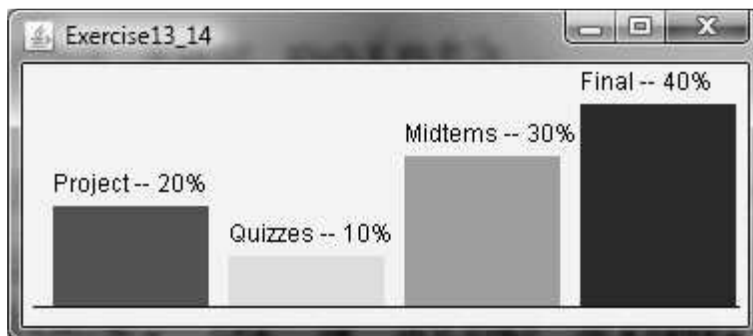

3. Draw the bar graph shown in the following picture, first bar is black, second is green, blue and brown respectively. The first string's font, font style and size must be times new roman, bold and 16 respectively. Second string Courier New, italic, 16. Third string Arial, regular, 16. Fourth string Tahoma, strikeout, 16. The height of these

rectangles is the percentage of the 350 pixels. E.g. the height for the 1st, 2nd, 3rd and 4th rectangle is 20%, 10%,30% and 40% of the 350 pixels respectively.

4. Draw the following rectangle and implement the code for two buttons, when the move right button is pressed the rectangle should move to the right, also when the move left button is pressed the rectangle should move to the left. You must include the line "me.refresh()" at the end you're your code to repaint the moved object. To center your form in the screen, Insert the following lines of code inside the form_load sub.

```
Dim Screen As System.Drawing.Rectangle =
System.Windows.Forms.Screen.PrimaryScreen.WorkingArea()

Me.Top = (Screen.Height - Me.Height) / 2
Me.Left = (Screen.Width - Me.Width) / 2
```

Hint you must first declare and initialize the starting position variables inside your class/form so that they will be available to all the sub in the class, then you will be able to manipulate them in buttonName_onlick sub.