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3.1

Implement a .Net programming solution based on a prepared design, by creating an efficient design for your forms and implement keyboard shortcuts, in a written report with screenshots.

Your report should include the screenshots for

- Form Creation
- Add Labels
- Add button controls
- Display Message box
- Menu Creation using keyboard shortcuts

The environment I am going to use for this programming is visual studio, which is current trending program, where many developers use this environment for the many application creation like for example it contains java forms, asp.net forms, c# forms which helps the developer to use their particular thing in easy way to developer for saving the storage.

For the above .net programming I am going to use c# windows application form

Windows application form:-

It is the form which will find in the visual studio and used for .net programming and it is a graphical interface, it provides the developer to form to write the application for desktop, laptop and many more for the people.

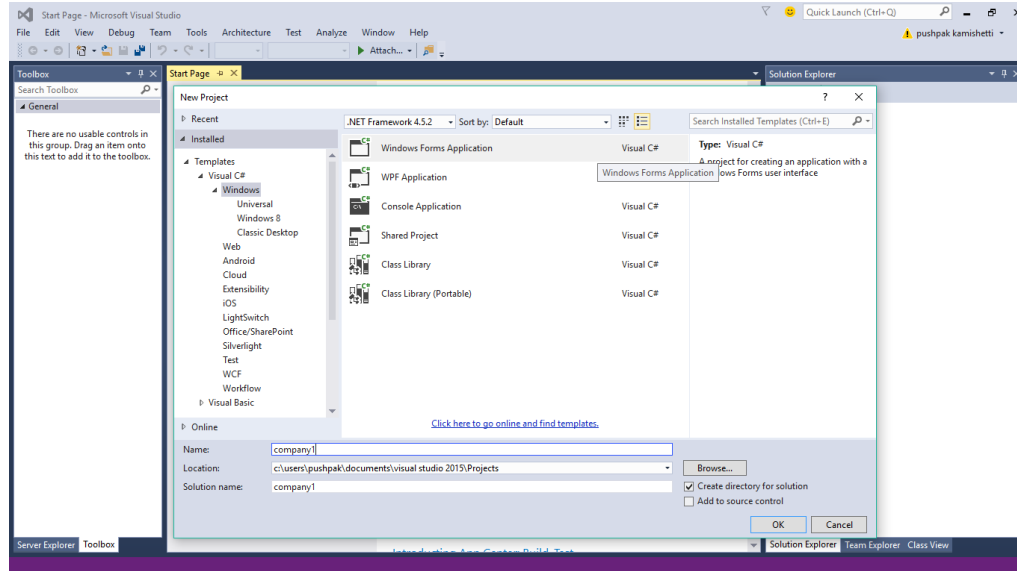


Figure 1step 1

In the first I have opened the visual studio and then next I have gone to the file next new then select project their I have seen the above box with the c# forms, I have selected windows form application for my application

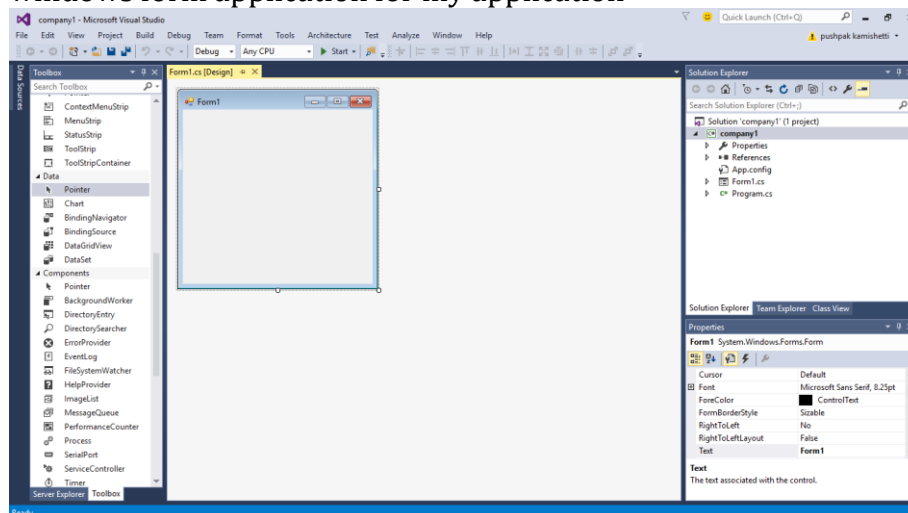


Figure 2step 2

Next of selecting the windows form application then click ok button after that new form will be created as shown in the above

Label:-

It is generally known as heading part of any application for example username and etc. in that we cannot add any character after application only we can change the name

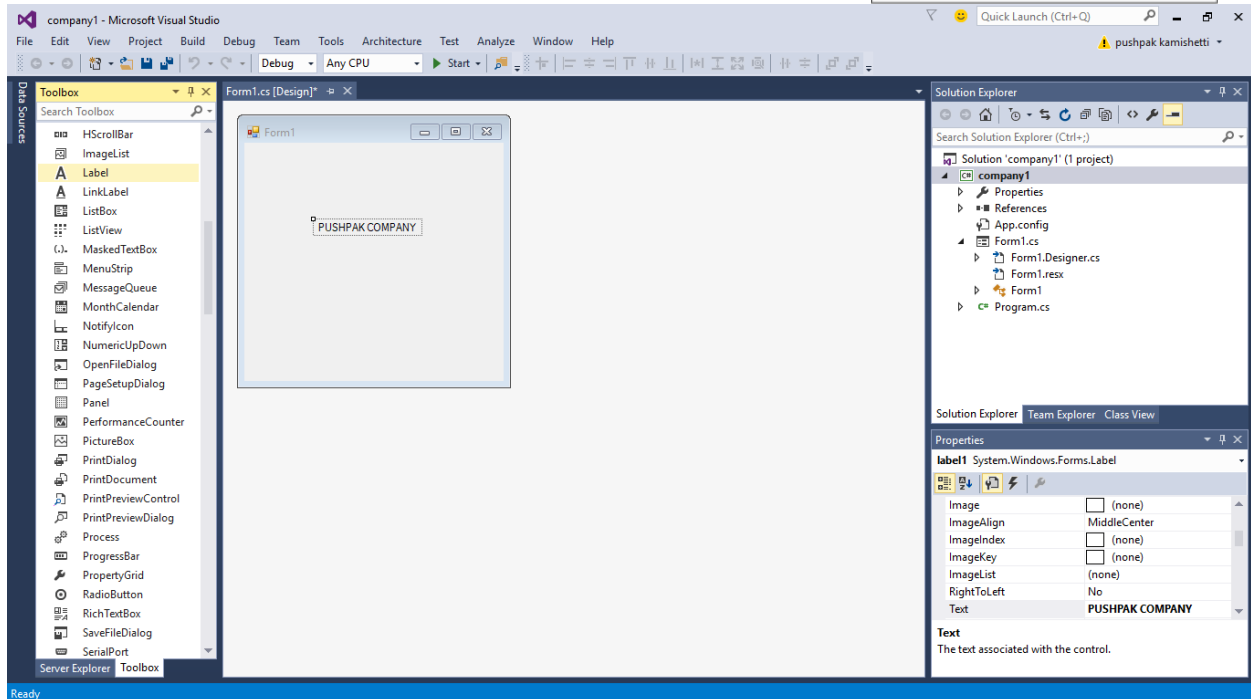


Figure 3Label

After creating the form on the side I have seen the toolbox, in which I have selected label and I have dragged into the form and after that I have changed the name label1 to pushpak company for changing the name on the other side you may see the properties their on the text, I have changed the name.

Button:-

Generally button are used to redirect or store etc. for the application it plays a major role in the application.

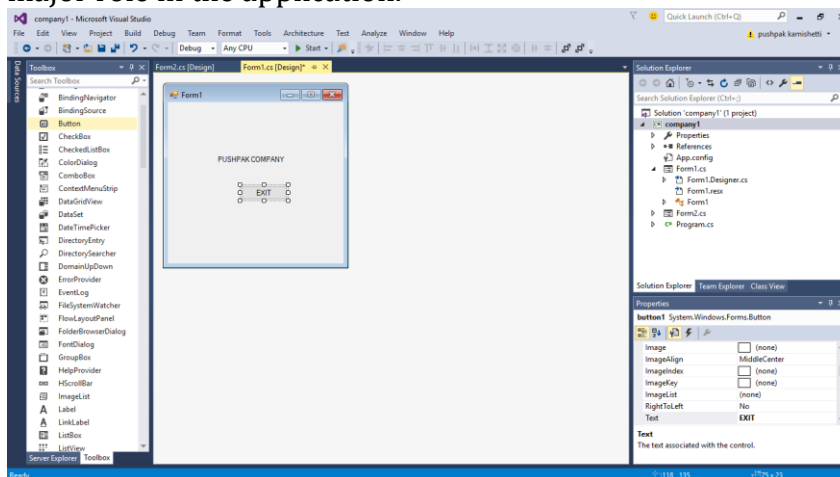


Figure 4step1

From the toolbox I have chosen the button, I have dragged it and I have place it in the form and I have given the name as exit in the properties.

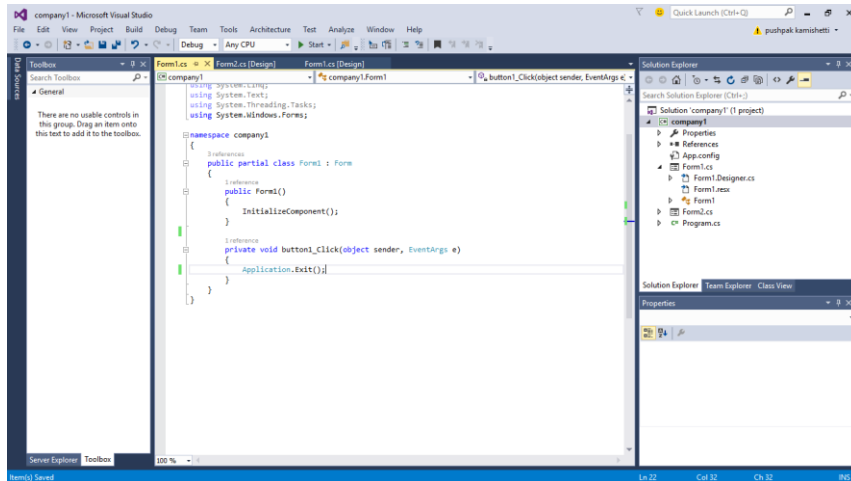


Figure 5step2

After double clicking the button the form page is redirect in to the code page their I have given the coding for the exit that is Application.Exit();

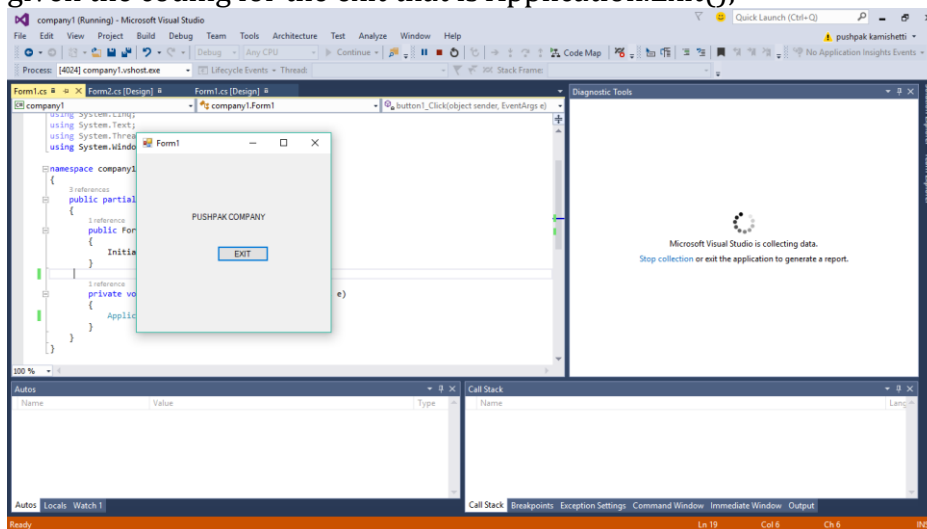


Figure 6step3

After that I have used the build button which is used to save the form and after that I have used start to run the form after that by clicking the exit, the form has gone.

Message box:-

It is generally know as dial log box which will indicate the message for the many thing like payment and many more it play an important part in application

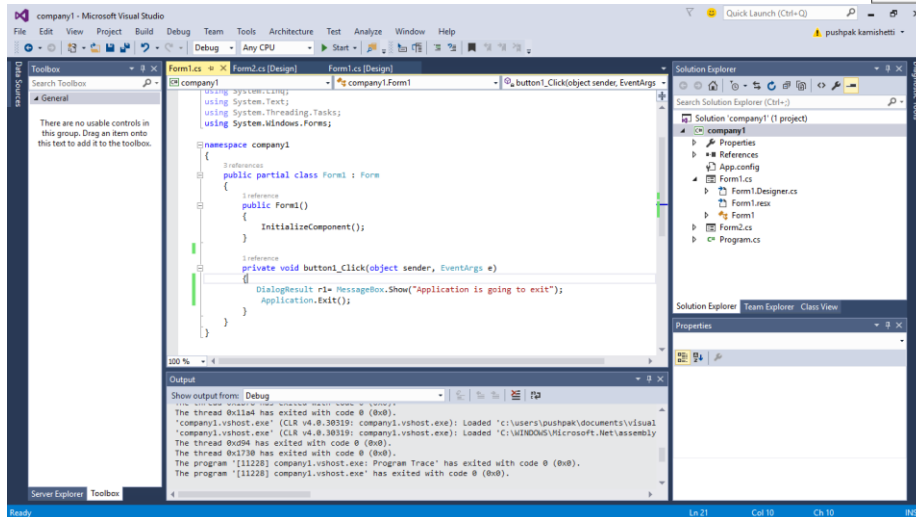


Figure 7step1

For creating the message box I have created the coding for button of exit that is `DialogResult r1= MessageBox.Show("Application is going to exit");`

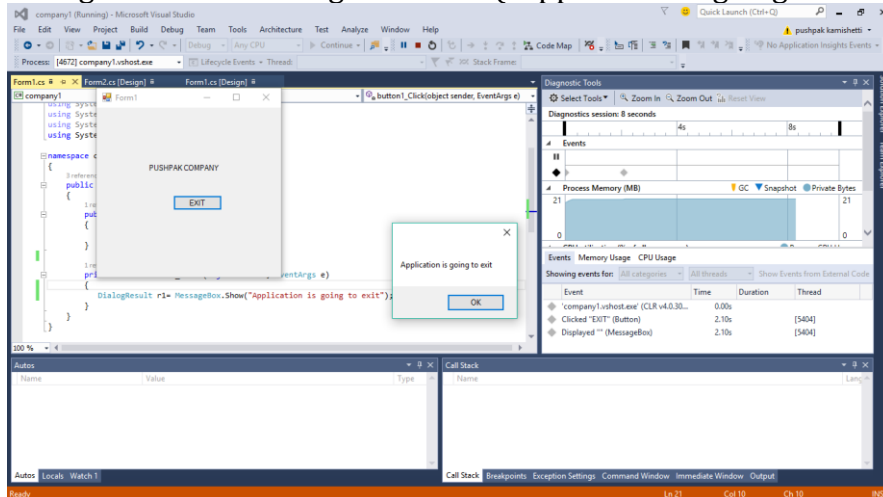


Figure 8step2

After I have rebuild the form that is I have saved the form once again and after that have selected start then form will open then after clicking the exit it will show the message box in that after clicking ok I will exit.

Menu creation using keyboard shortcuts:-

I will help in the application to use many side cut key like and used to create the short cut keys for saving the time.

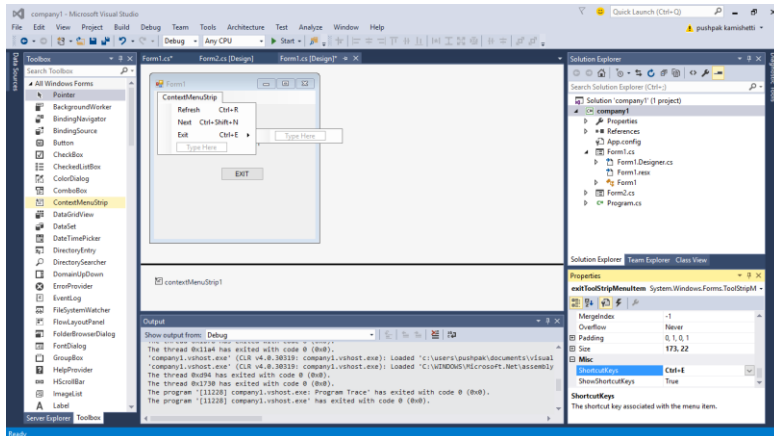


Figure 9step1

Form the tool box I have selected the context menu strip for menu creation if the form after that I have I have assigned menu item for each one and for that in the properties I have seen short cut keys there I have assigned the short key to the menu item

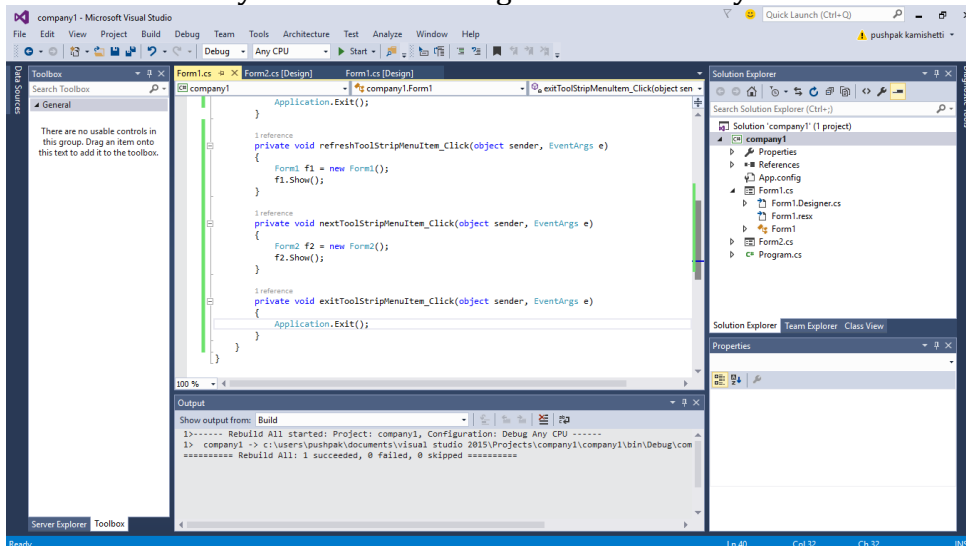


Figure 10step2

After that I have double click the menu items then, I have assigned coding for every item in the context menu strip.

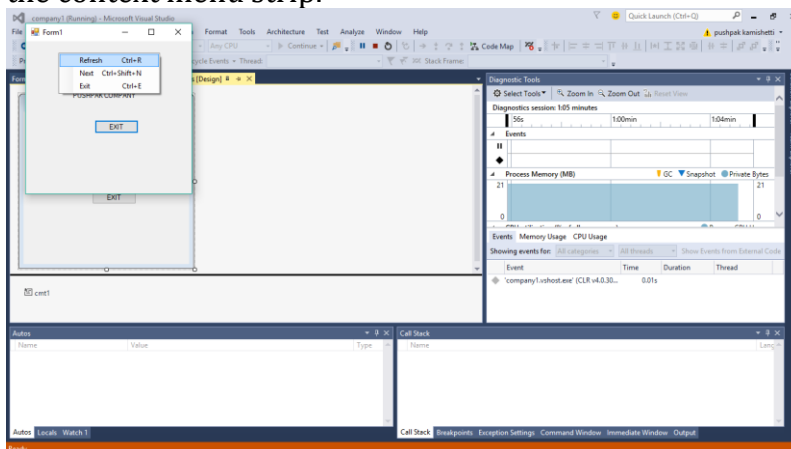


Figure 11step3

Then after rebuilding means saving the code, I have run the program and on the right clicking on the form, the menu items are shown then by clicking it will work and with short cut key also it will work for the form.

3.2

Implement event handling using control structures to meet the design algorithms, in a written report

Your report should include the coding & screenshots of:

- Form Creation
- Drag and drop button controls
- Use control structures for the event (if else / switch Case /while/do while etc.)

For the above .net programming I am going to use c# windows application form

Windows application form creation :-

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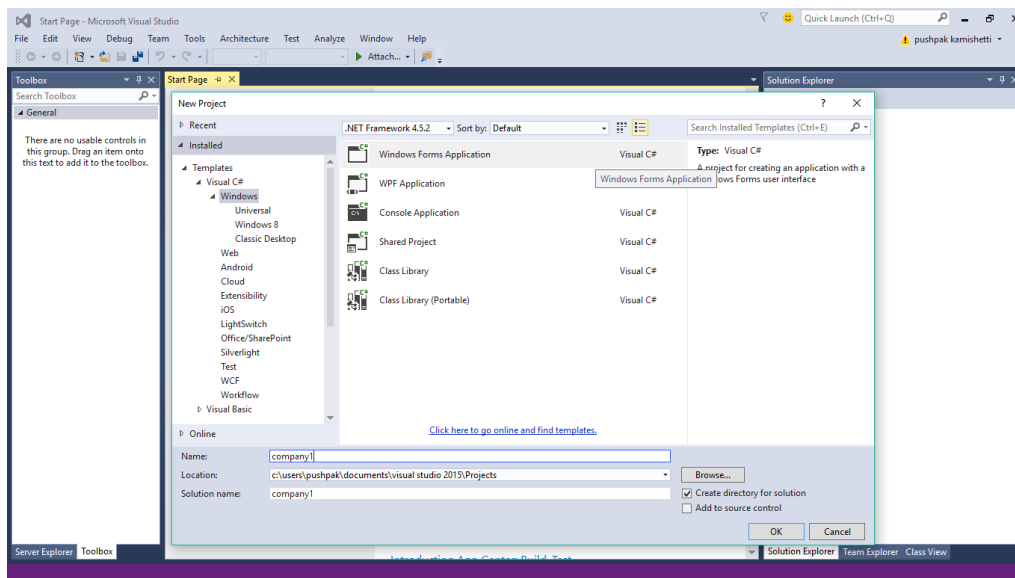


Figure 12step 1

In the first I have opened the visual studio and then next I have gone to the file next new then select project their I have seen the above box with the c# forms, I have selected windows form application for my application

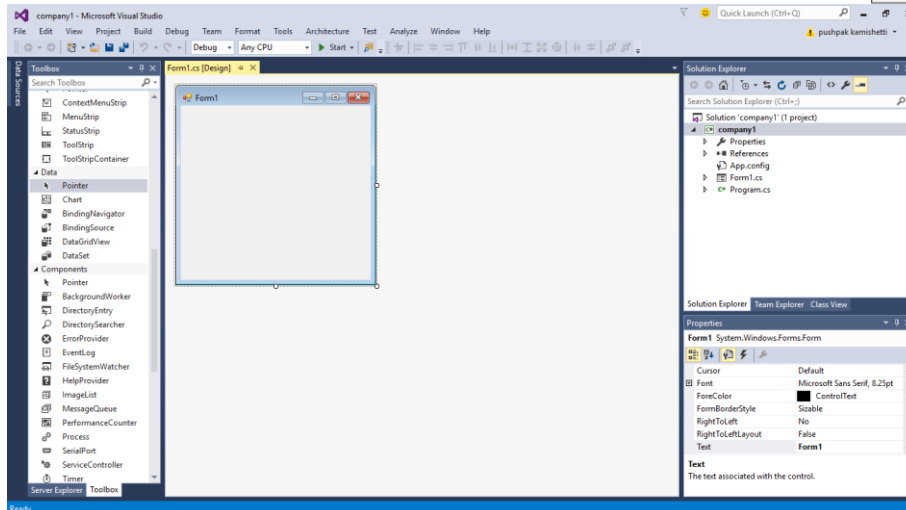


Figure 13step 2

Next of selecting the windows form application then click ok button after that new form will be created as shown in the above

Control structure:-

The control structure is a block of programming which analyzes the variables and chooses the direction it is based on the given parameters. It is the basic decision-making process in computing.

If:-

The important statement in the programming language is 'if' statement, it is generally used in Boolean statements for knowing the results of the statements.

If else:-

In the programming language it plays an important part for finding the Boolean expression, if statement is used for true or false expression, but else statement is used when the expression is false.

Switch case:-

The switch case it is used by the c# language for switching variables and it switch statement is case sensitive and it allows the variables to test for equality list of values and it executes the case to the value of expression.

While:-

This is the statement which continuously which executes the blocks of the statements until the specified expression evaluates to false or true, at the time of evaluation the time loop will encounter and gives the result wither true or false and the loop body statements are executed.

Do while:-

This is the statement which continuously which executes the blocks of the statements until the specified expression evaluates to false or true but in some cases the loop may executed one time after that it will check the condition.

Etc. are control structure I can observe in the c#

Drag and drop button controls:-

In the graphical interface drag and drop means grabbing the things and dragging it to different location and it is not found in all the software although it is very easy to learn and for user it always will not be clear to the user.

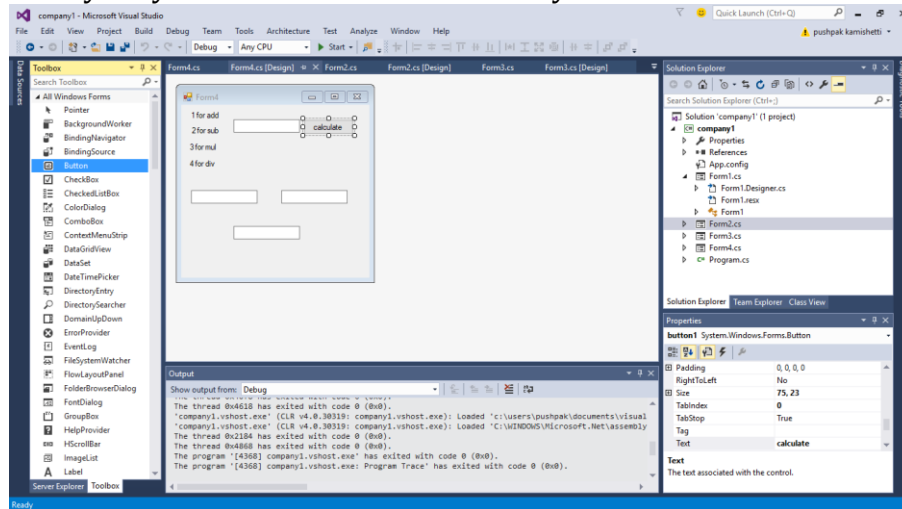


Figure 14step1

Creating the design with dragging the tools from the toolbox which is beside the form and the tool is dropped in the form.

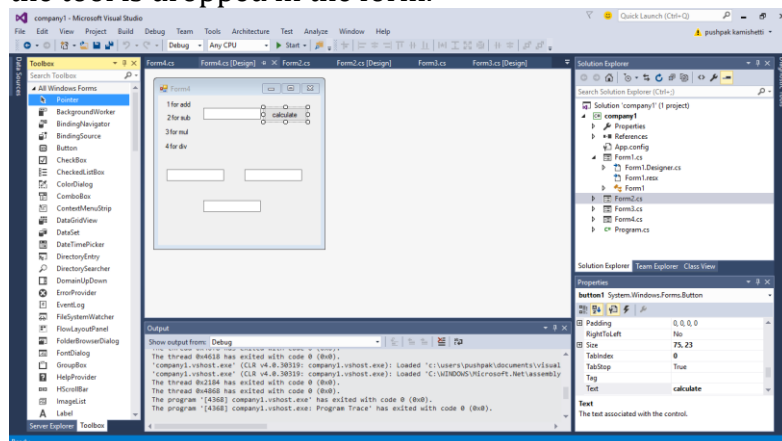


Figure 15step2

Changing the name of every tool which is dragged from the tool box and I had made this kind of design in the form.

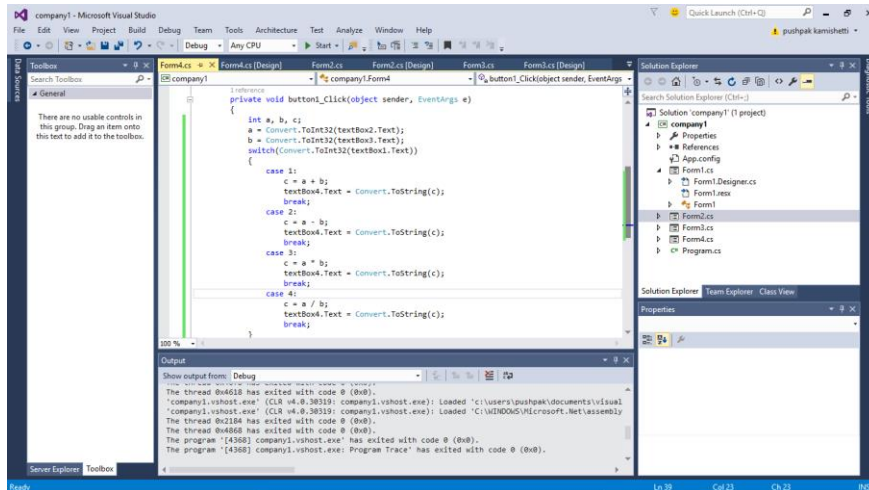


Figure 16step3

It is the code for which I have design and in this coding I have used switch case code in it.

✓ The code I have used with the control structure and I have used switch control in it using System; //using namespace as class
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

```
namespace company1 // creating namespace as company 1
{
    public partial class Form4 : Form
    {
        public Form4()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            int a, b, c; //giving each string as integer
            a = Convert.ToInt32(textBox2.Text); //converting text into integer
            b = Convert.ToInt32(textBox3.Text);
            switch(Convert.ToInt32(textBox1.Text)) //using switch control structure for 1
            {
                case 1: //creating switch case structure
                    c = a + b; //giving function for case
                    textBox4.Text = Convert.ToString(c); //converting value into string
                    break; // completing on case
            }
        }
    }
}
```

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```
case 2:
    c = a - b;
    textBox4.Text = Convert.ToString(c);
    break;
case 3:
    c = a * b;
    textBox4.Text = Convert.ToString(c);
    break;
case 4:
    c = a / b;
    textBox4.Text = Convert.ToString(c);
    break;
}
}
}
```

Output:-

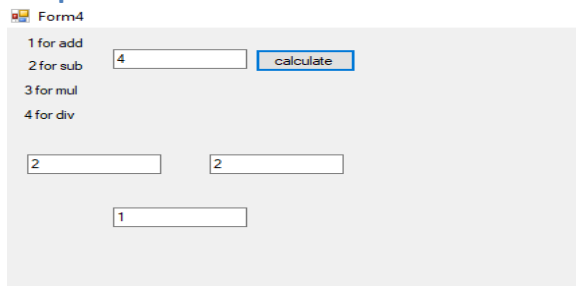


Figure 17 output of code