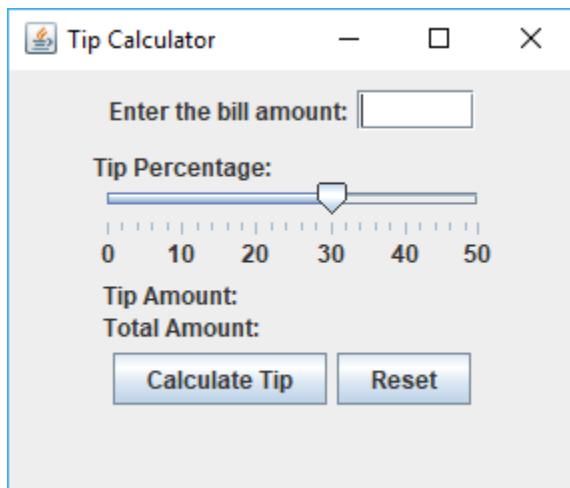

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Tip Calculator Program

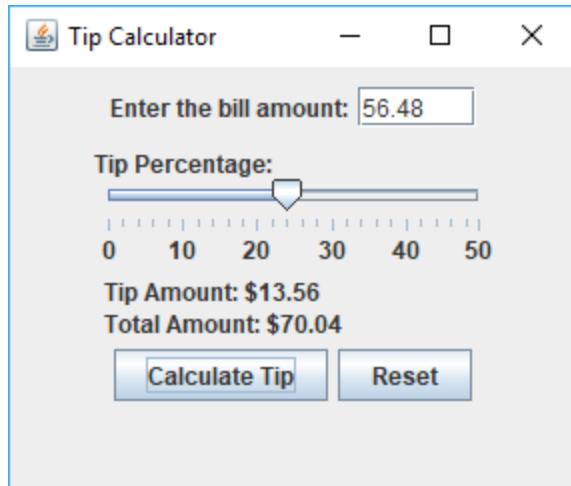
Create a graphical tip calculator program. The user should enter their bill amount into a text field and select the desired tip percentage using a slider. When the user presses the “Calculate Tip” button, the tip amount and total amount is displayed in separate labels. The program must also have “Reset” button.

Your Tip Calculator’s window size should be no more than 300 pixels wide and 250 pixels tall.

How your Tip Calculator must look:



- When the program first starts, the bill amount field should be empty, the slider should be set at 30, and the tip and total amount labels should display “Tip Amount:” and “Total Amount:”, respectively.
- When the “Calculate Tip” button is pressed, the tip amount ($\text{bill amount} * (\text{slider's value} / 100)$) and total amount ($\text{bill amount} + \text{tip amount}$) will be displayed in the appropriate label, rounded to two decimal places. (Shown on the next page)



- When the user presses the “Reset” button, the window will return to its original state (empty bill amount field, slider set to 30, tip amount and total amount labels set back to “Tip Amount:” and “Total Amount:”)

Additional Sample Input/Output

The image contains two side-by-side screenshots of the "Tip Calculator" window. Both screenshots show the same interface elements: a bill amount input field, a tip percentage slider, and calculated tip and total amount labels. In the left screenshot, the bill amount is 23.48 and the tip percentage is 30, resulting in a tip of \$6.57 and a total of \$30.05. In the right screenshot, the bill amount is 48.50 and the tip percentage is 25, resulting in a tip of \$12.13 and a total of \$60.63.

Grading

See Assignment Rubric in Canvas.

DO NOT USE A GUI/FORM DESIGNER TOOL TO CREATE THIS PROGRAM’S USER INTERFACE. DOING SO WILL RESULT IN A ZERO. I WILL KNOW IF YOU USED ONE.