

**Course:** PROG1017G – Introduction to Programming  
**Instructor:** Stephen Carter  
**Assignment:** Individual # 6 – Making Decisions  
**Class:** WMAD JR – Fall 2018  
**Due Date:** October 25, 2018 @ 11:59pm  
**Resources:** Video in dropbox which shows how the application should behave when complete

## **Purpose**

For this assignment, you will apply problem-solving abilities in writing a program according to the specifications below, using selection structures. You will utilize the C# programming language in the Visual Studio Integrated Development Environment to write, test and debug your application.

## **What/How to submit**

Please zip all of the project files, and upload the zip file to the “Individual Assignment #6” dropbox in Brightspace.

## **Instructions**

Create an application that allows the user to enter the names of three runners and the time it took each of them to finish a race. The application should display who came in first, second and third place. For simplicity, you can assume that the three runners will never have exactly the same finishing times. The applications for should appear similar to the one shown in the video.

- The Calculate Results button will do what is required to find out which runner placed first, second and third and display the names in the appropriate labels.
  - Include the following input error checking:
    - No runner name can be blank.
    - Finishing times must be positive.
    - Make sure you include a caption and the Error message box icon in your message boxes
  - The user typing the enter button should calculate results.
  - Assume that the finishing times will not have decimal places.
  - Ensure tab sequence is user friendly.
  - Select the text in the Runner 1 textbox after the calculation is done.
- The clear button will clear all textboxes and labels. The escape key should clear the form as well.
- The exit button should close the form.
- Prevent your application from crashing. Use a try catch and make sure you include the type of error in the caption and the Error message box icon.
- Ensure that you set the focus back to the Runner 1 textbox after you have handled any errors and also after the form is cleared.

**/20 – worth 5% of final grade**