**Step 1. Clearly define what the application will do.**

**Purpose**: A program that when a user selects a state from a box, it will provide a brief description and other

**Output:** Description of the state the user selected.

**Input:** Selecting a state from a radio box.

**Process**: When a user clicks a radio box that holds a specific state, information about the state will display in a group box.

**Step 2. Design the GUI**

State Title Label

Masked phone textbox

State Information

State Name Label

Population  
 Pop info

Climate Label

Climate Info

Nickname

Nickname Info

Picture Box

Phone Checkbox

Exit

Clear

Msg Box

Your Options

State

: Oregon

: Washington

: California

**Step 3 Make a list of the controls needed.**

**Define the values of each controls relevant properties**

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Text** |
| stateForm | A form that serves as a window to hold the other controls | State Information |
| menuStrip | Gives user alternate methods of using app. | File States Utilities |
| selectionGroupBox | A box that holds the state radio buttons | States |
| oregonRadioButton | Will display information for state of Oregon when selected. | Oregon |
| washingtonRadioButton | Will display information for state of Washington when selected. | Washington |
| californiaRadioButton | Will display information for state of California when selected. | California |
| optionsGroupBox | A box that holds option buttons. | Your Options |
| messageBoxButton | Ask y or n if user visiting state. | Message Box |
| clearButton | Clears Radio Boxes and state group box. | Clear All |
| exitButton | Exits app after user confirmation. | Exit |
| titleLabel | Displays the text “State”. | State |
| statePictureBox | Displays image of selected State |  |
| stateGroupBox | Group box holds all labels holding information for the state. | State Information |
| stateNameLabel | Will show States name | State of \_\_\_ |
| popLabel | Label for Population | Population |
| popInfoLabel | Holds information for population | “” |
| climateLabel | Displays climate | Climate |
| nickLabel | Displays Nickname | Nickname |
| nickInfoLabel | Displays the actual nickname | “” |
| climateInfoLabel | Provides information about states climate. | “” |
| phoneCheckBox | If selected, will display textbox for phone number. | Phone? |
| phoneNumberTextbox | A masked textbox that will display if the phone check box is checked. | ( )\_\_\_-\_\_\_\_ |

**Step 4 Make a list of the methods needed for each control**

|  |  |
| --- | --- |
| **Method** | **Description** |
| exitToolStripMenuItem\_Click | Will ask user if they want to exit with yes, no, and cancel buttons. |
| phoneCheckBox\_CheckedChanged | When checked, a text box will appear for the user to enter a phone number. |
| oregonRadioButton\_CheckedChanged | When clicked, displays in the state group box information for Oregon. |
| washingtonRadioButton\_CheckedChanged | When clicked, displays in the state group box information for Washington. |
| caliRadioButton\_CheckedChanged | When clicked, displays in the state group box information for California. |
| clearButton\_Click | Clears any user inputs and all outputs from any states the user may have selected. |
| clearToolStripMenuItem\_Click | Will function the same as the Washington radio button, but input from tool strip. |
| oregonToolStripMenuItem\_Click | Will function the same as the Oregon radio button, but input from tool strip. |
| californiaToolStripMenuItem\_Click | Will function the same as the California radio button, but input from tool strip. |
| exitButton\_Click | Will ask user if they want to exit with yes, no, and cancel buttons. |
| questionButton\_Click | Asks the user a yes or no question if they plan on visiting the states. Depending on answer, app responds with message box text. |
| inputBoxToolStripMenuItem\_Click | Will do the same as the question\_click, but from a tool strip. |