**Design Document for Card Identifier (Assignment #3)**

**Overview**

This program is intended to help users identify cards in a standard fifty-two card deck. The user is prompted to click on the card they want to know the name of, and the program will output the name in a label control box below the images. The user can keep clicking on other images and the name of the card will update automatically. When the user is done, they can use the exit button on the bottom of the screen to close the application.

**Components and Processing**

The program runs and displays a row of five images of cards. The program should, if the user clicks on an image, reveal the value of the card that is pre-established. I wondered if there was any way to randomize the cards each time the application was run, but that is an exercise for another time!

The images presented in the program are **PictureBox** controls with **\_Click** methodsattached to their code. The empty label box has a border to indicate to the user it is waiting for input. that will update whenever the user clicks on a card. This is accomplished by the **\_Click** code block setting the **Text** property of the label control to the displayed cards’ value. The user can then click on another card image to change the text, or close the application.

**Input and Output**

Users are expected to click on the images presented in the line-up.

When the user clicks, the program should read that as an opportunity to change the **label** control’s **Text** property from nothing to the pre-set value.

The user can also click on the “Exit” button, which will run the **Close()** method and terminate the application.