**Design Document for Clickable Numbers (Assignment #2)**

**Overview**

The program is a simple interactive experience. The program prompts a user to click on the number they want to see the value of in a lineup of five images displaying the numbers one through five.

The expected outcome is a message box that outputs the number clicked on in plain text. The user can’t click on another number until they close the message box.

**Components and Processing**

Each of the images presented in the program is a **PictureBox** control with an additional **\_Click** method added on. Each number has a unique string attached to the code, corresponding to the number it is attached to. When the user clicks on a number they want to see, the value of the program will pop up a message box on screen.

The user then must close the message box before they can pick another number, I was wondering if there was any way to change that so I could have many messages on screen at once, but I couldn’t figure it out at this time.

**Input and Output**

The expected input from the user is a click on a picture of a number, and the expected output would be the message box popping up on the user’s screen. An error can occur if the user tries to click on a number again before closing the dialog box.