**Design Document for Latin Translator (Assignment #1)**

**Overview**

My first program that I have created is a simple translator of three Latin words to English at the press of a button! The goal of the application was to have the user click on a button with the Latin word they needed to be translated, and a label control would update underneath the buttons to the preset translation in the C# code. The user is prompted to click on one of the three buttons present and the label underneath the buttons (which is hidden until the first input is detected) will show the translation instantly. This program also can be changed easily and could be scaled easily to contain more Latin words to translate.

**Components and Processing**

The program consists of an initial title label that instructs the user to click on a button to see its translation in English instead of Latin. Ideally, when the user clicks on one of the buttons the C# code will assign a **Text** property update to the label controller that is invisible until a button click is detected.

Using the built in code method **\_Click**, each time a button showing a Latin word is clicked on, a translated word should show up under the buttons. This happens because each time the program detects a click, there is an assignment update to the **Text** property. This is updated each time a different button is pressed since there are three distinct **Text** property updates per button in the C# code. If the user presses the same button multiple times, the program should not update the preset translation and remain on the definition they initially pressed.

**Input and Output**

The expected input from the user is a click on a button.

The expected output from the program is a new label will appear under the lineup of buttons each time a new button is pressed.