

Chapter 2 Lab B

You will need the image files (One.bmp, Two.bmp, Three.bmp, Four.bmp, Five.bmp) you see on page 109 - they are in the book examples files available on Canvas.

Objectives

- Form design and layout
- Naming conventions for picture boxes
- Using message boxes
- Commenting code

Requirements

- Form title is not Form1 - what do you think is a good title?
- Comment your code
- Need a comment in each picture box click event handler explaining its purpose
- Five picture boxes Give the them appropriate names (picBugsBunny, for example)
- One button (btnExit) to end the program
- Arrange the picture boxes and button in some organized way (you determine this)
- When users click the 1 image, the word *One* appears in a message box.
- When users click the 2 image, the word *Two* appears in a message box.
- When users click the 3 image, the word *Three* appears in a message box.
- When users click the 4 image, the word *Four* appears in a message box.
- When users click the 5 image, the word *Five* appears in a message box.
- Type and modify the following at the top of your code:

```
'Your Name
'Date
'Assignment Name (Chapter 2 Lab B, for example)
'Computer Programming I - Bower (or CS 11400 - Bower if you want IPFW
class)
'This program will... (describe the program)
```

Grading

Form design	4
Runs properly	3
Controls named properly	3
Comments/documentation included	3
Button click handler for each button (1 points each x 6)	6
Exit button click handler	1
TOTAL	20