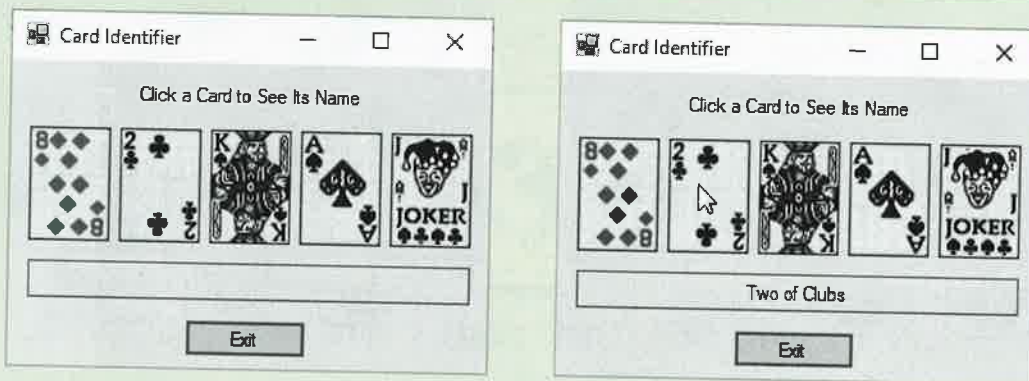


3. Card Identifier

Make sure you have downloaded the student sample programs from this book's companion Web site at www.pearsonhighered.com/gaddis. In the student sample programs, you will find a folder named *Images\Poker Cards*. In that folder, you will find image files for a complete deck of poker cards. Create an application with five PictureBox controls. Each PictureBox should display a different card from the set of images. When the user clicks any of the PictureBox controls, the name of the card should be displayed in a Label control. Figure 2-99 shows an example of the application running. The image on the left shows the application's form when it starts running. The image on the right shows the form after the user has clicked the two of clubs card.

Figure 2-99 Card Identifier application



4. Orion Constellation

Make sure you have downloaded the student sample programs from this book's companion Web site at www.pearsonhighered.com/gaddis. In the *Images* folder, you will find an image file named *Orion.bmp*, which contains a diagram of the Orion constellation. Orion is one of the most famous constellations in the night sky.

Create an application that displays the Orion image in a PictureBox control as shown on the left in Figure 2-100. The application should have a button that, when clicked, displays the names of each of the stars, as shown on the right in Figure 2-100. The application should have another button that, when clicked, hides the star names. The names of the stars are: *Betelgeuse*, *Meissa*, *Alnitak*, *Alnilam*, *Mintaka*, *Saiph*, and *Rigel*.

Hint: Place the PictureBox control with the Orion image on the form. Then, place Label controls containing the star names on top of the PictureBox. Use the Properties window to set each of the Label control's Visible property to False. That will cause the labels to be invisible when the application runs. The *Show Star Names* button will set each of the Label control's Visible property to True, and the *Hide Star Names* button will set each of the Label control's Visible property to False.