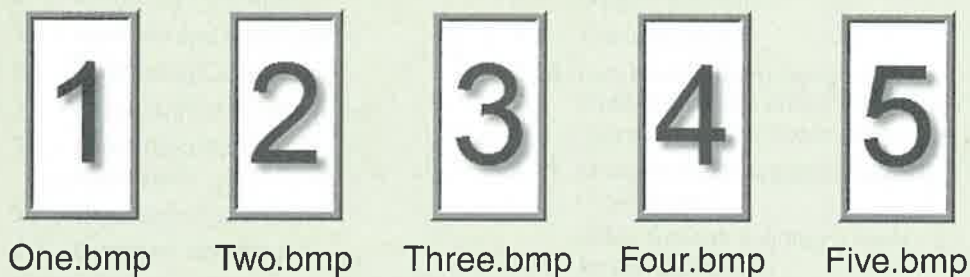


### 7. Clickable Number Images

In the *Chap02* folder, in the student sample program files, you will find the image files shown in Figure 2-101. Create an application that displays these images in PictureBox controls. The application should perform the following actions:

- When the user clicks the 1 image, the application should display the word *One* in a message box.
- When the user clicks the 2 image, the application should display the word *Two* in a message box.
- When the user clicks the 3 image, the application should display the word *Three* in a message box.
- When the user clicks the 4 image, the application should display the word *Four* in a message box.
- When the user clicks the 5 image, the application should display the word *Five* in a message box.

**Figure 2-101** Image files



### 8. Joke and Punch line

A joke typically has two parts: a setup and a punch line. For example, this might be the setup for a joke:

*How many programmers does it take to change a light bulb?*

And this is the punch line:

*None. That's a hardware problem.*

Think of your favorite joke and identify its setup and punch line. Then, create an application that has a Label and two buttons on a form. One of the buttons should read "Setup" and the other button should read "Punch line." When the *Setup* button is clicked, display the joke's setup in the Label control. When the *Punch line* button is clicked, display the joke's punch line in the Label control.