

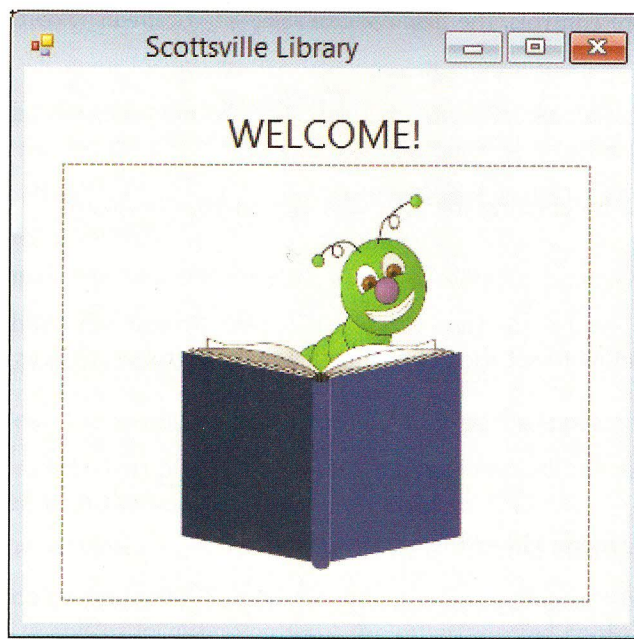


Figure 3-21 Interface for Exercise 1

OpenClipArt.org/sheikh_tuhin; OpenClipArt.org/carlitos

MODIFY THIS

2. In this exercise, you modify the application created in the chapter.
 - a. Use Windows to make a copy of the Cat Solution folder. Save the copy in the ClearlyVB2012\Chap03 folder. Rename the copy Modified Cat Solution.
 - b. If necessary, start Visual Studio 2012 and permanently display the Solution Explorer window. Open the Cat Solution (Cat Solution.sln) file contained in the Modified Cat Solution folder. Open the designer window by right-clicking Form1.vb in the Solution Explorer window and then clicking View Designer.
 - c. Unlock the controls and then modify the interface as shown in Figure 3-22. The image for the additional picture box is stored in the ClearlyVB2012\Chap03\WalkingCat.png file. (The image was downloaded from the Open Clip Art Library at <http://openclipart.org>.)
 - d. Lock the controls. Save the solution and then start the application. Stop the application by clicking the form's Close button, and then use the FILE menu to close the solution.

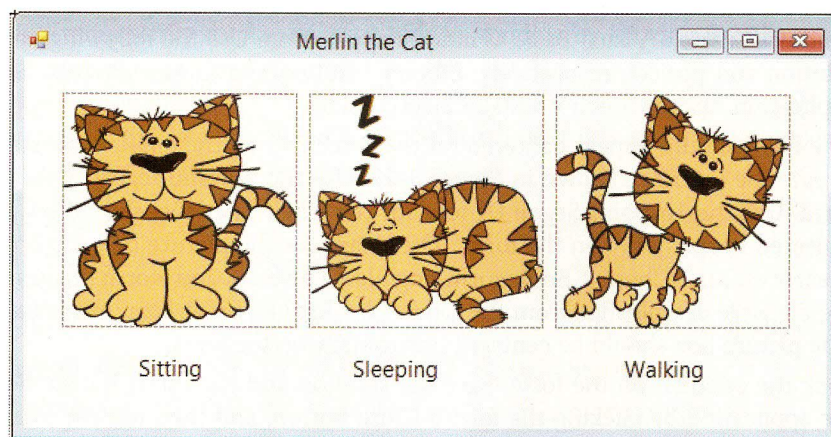


Figure 3-22 Interface for Exercise 2

OpenClipArt.org/Gerald_G

3. In this exercise, you create an application for Country Vacations.
 - a. If necessary, start Visual Studio 2012 and permanently display the Solution Explorer window. Create a Visual Basic Windows application. Use the following names for the solution and project, respectively: Country Solution and Country Project. Save the application in the ClearlyVB2012\Chap03 folder.
 - b. The form should appear centered on the screen when the application starts. Create the interface shown in Figure 3-23. Use the 9-point Segoe UI font for the form. Use the 18-point Segoe UI font for the label. The image for the picture box is stored in the ClearlyVB2012\Chap03\Country.png file. (The image was downloaded from the Open Clip Art Library at <http://openclipart.org>.) The label and picture box should be centered horizontally on the form.
 - c. Lock the controls on the form. Save the solution and then start the application. Stop the application by clicking the form's Close button, and then use the FILE menu to close the solution.

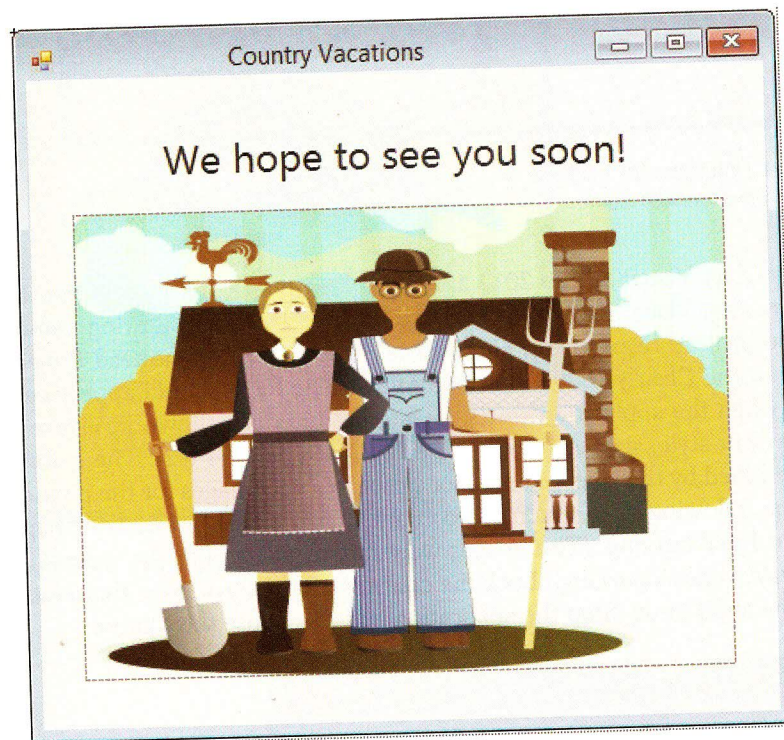


Figure 3-23 Interface for Exercise 3
OpenClipArt.org/Viscious_Speed

4. If necessary, start Visual Studio 2012 and permanently display the Solution Explorer window. Create a Visual Basic Windows application. Use the following names for the solution and project, respectively: Map Solution and Map Project. Save the application in the ClearlyVB2012\Chap03 folder. The form should appear centered on the screen when the application starts. Create the interface shown in Figure 3-24. The interface contains five picture boxes and four labels. Use the 11-point Segoe UI font for the form and labels. The images for the picture boxes are stored in the following files, which are contained in the ClearlyVB2012\Chap03 folder: Map.png, Right.png, Left.png, Up.png, and Down.png. (The images were downloaded from the Open Clip Art Library at <http://openclipart.org>.) Lock the controls on the form. Save the solution and then start the application. Stop the application and then close the solution.

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- c. Save the solution and then start the application. Stop the application and then use the File menu to close the solution.

3. In this exercise, you create an interface for an application that calculates and displays a 10%, 15%, and 20% tip on a restaurant bill.
 - a. If necessary, start Visual Studio 2012 and permanently display the Solution Explorer window. Create a Visual Basic Windows application. Use the following names for the solution and project, respectively: Tip Solution and Tip Project. Save the application in the ClearlyVB2012\Chap04 folder.
 - b. Use the Properties window to change the form's name to frmMain. Change the name of the form file in the Solution Explorer window to frmMain.vb.
 - c. Create a suitable interface using the information shown in Figure 4-16. Also include a picture box and an Exit button. The picture box should display either the image stored in the ClearlyVB2012\Chap04\Waiter.png file or another image of your choice. (The image included in the Waiter.png file was downloaded from the Open Clip Art Library at <http://openclipart.org>.)
 - d. Be sure to assign names to the appropriate controls. Also be sure to assign access keys and set the tab order.
 - e. Code the Exit button's Click event procedure so that it ends the application. You will code the algorithm in Chapter 5's Exercise 3.
 - f. Save the solution and then start the application. Test the interface's tab order and access keys.
 - g. Use the Exit button to stop the application. Close the Code Editor window and then use the File menu to close the solution.

Output: 10% tip
15% tip
20% tip

Input: restaurant bill

Algorithm:

1. enter the restaurant bill
2. calculate a 10% tip by multiplying the restaurant bill by 10%
3. calculate a 15% tip by multiplying the restaurant bill by 15%
4. calculate a 20% tip by multiplying the restaurant bill by 20%
5. display the 10% tip, 15% tip, and 20% tip

Figure 4-16 Information for Exercise 3

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4. In this exercise, you create an interface for an application that calculates and displays an employee's weekly net pay.
 - a. If necessary, start Visual Studio 2012 and permanently display the Solution Explorer window. Create a Visual Basic Windows application. Use the following names for the solution and project, respectively: Net Pay Solution and Net Pay Project. Save the application in the ClearlyVB2012\Chap04 folder.
 - b. Use the Properties window to change the form's name to frmMain. Change the name of the form file in the Solution Explorer window to frmMain.vb.

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- c. Save the solution and then start the application. Stop the application and then use the File menu to close the solution.
3. In this exercise, you create an interface for an application that calculates and displays a 10%, 15%, and 20% tip on a restaurant bill.
 - a. If necessary, start Visual Studio 2012 and permanently display the Solution Explorer window. Create a Visual Basic Windows application. Use the following names for the solution and project, respectively: Tip Solution and Tip Project. Save the application in the ClearlyVB2012\Chap04 folder.
 - b. Use the Properties window to change the form's name to frmMain. Change the name of the form file in the Solution Explorer window to frmMain.vb.
 - c. Create a suitable interface using the information shown in Figure 4-16. Also include a picture box and an Exit button. The picture box should display either the image stored in the ClearlyVB2012\Chap04\Waiter.png file or another image of your choice. (The image included in the Waiter.png file was downloaded from the Open Clip Art Library at <http://openclipart.org>.)
 - d. Be sure to assign names to the appropriate controls. Also be sure to assign access keys and set the tab order.
 - e. Code the Exit button's Click event procedure so that it ends the application. You will code the algorithm in Chapter 5's Exercise 3.
 - f. Save the solution and then start the application. Test the interface's tab order and access keys.
 - g. Use the Exit button to stop the application. Close the Code Editor window and then use the File menu to close the solution.

Output: 10% tip
 15% tip
 20% tip

Input: restaurant bill

Algorithm:

1. enter the restaurant bill
2. calculate a 10% tip by multiplying the restaurant bill by 10%
3. calculate a 15% tip by multiplying the restaurant bill by 15%
4. calculate a 20% tip by multiplying the restaurant bill by 20%
5. display the 10% tip, 15% tip, and 20% tip

Figure 4-16 Information for Exercise 3

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INTRODUCTORY

4. In this exercise, you create an interface for an application that calculates and displays an employee's weekly net pay.
 - a. If necessary, start Visual Studio 2012 and permanently display the Solution Explorer window. Create a Visual Basic Windows application. Use the following names for the solution and project, respectively: Net Pay Solution and Net Pay Project. Save the application in the ClearlyVB2012\Chap04 folder.
 - b. Use the Properties window to change the form's name to frmMain. Change the name of the form file in the Solution Explorer window to frmMain.vb.

- c. Create a suitable interface using the information shown in Figure 4-17. Also include an Exit button. Be sure to assign names to the appropriate controls. Also be sure to assign access keys and set the tab order.
- d. Code the Exit button's Click event procedure so that it ends the application. You will code the algorithm in Chapter 5's Exercise 4.
- e. Save the solution and then start the application. Test the interface's tab order and access keys.
- f. Use the Exit button to stop the application. Close the Code Editor window and then use the File menu to close the solution.

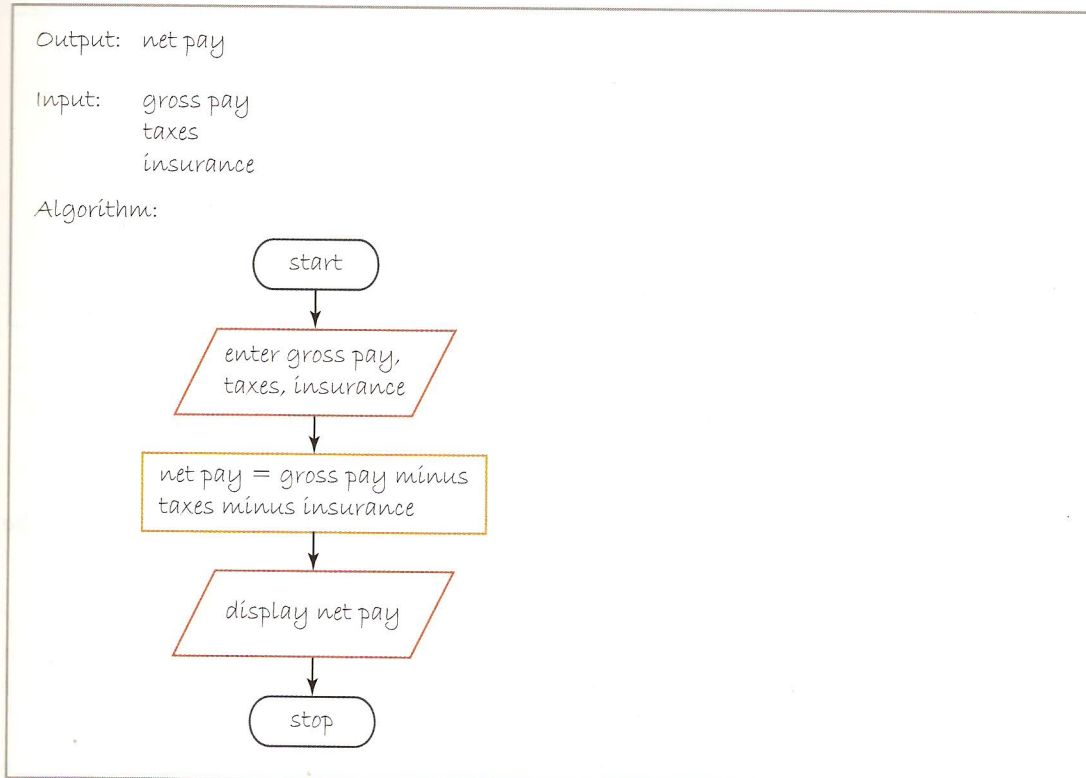


Figure 4-17 Information for Exercise 4

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5. In this exercise, you create an interface for an application that calculates and displays an annual property tax. Currently, the property tax rate is \$1.35 for each \$100 of a property's assessed value. However, the tax rate changes each year.
 - a. Complete the algorithm shown in Figure 4-18.
 - b. Create a Visual Basic Windows application. Use the following names for the solution and project, respectively: Property Tax Solution and Property Tax Project. Save the application in the ClearlyVB2012\Chap04 folder.
 - c. Change the name of the form file on your disk to frmMain.vb. If necessary, change the form's name to frmMain.
 - d. Create a suitable interface using the information shown in Figure 4-18. Also include a picture box and an Exit button. The picture box should display either the image stored in the ClearlyVB2012\Chap04\Home.png file or another image of your choice.

INTERMEDIATE

ADVANCED

9. In this exercise, you create an interface for Yorktown Clothiers, a company that operates three retail stores. The company's owner wants an application that allows him to enter the weekly sales made in each store. The application should calculate and display the total weekly sales, as well as the percentage of the total attributed to each store. For example, if the owner enters the numbers 4000, 1000, and 5000 as the weekly sales made in store 1, store 2, and store 3, respectively, then the total weekly sales amount is \$10,000. Forty percent of the sales come from store 1, ten percent from store 2, and fifty percent from store 3.
- List the output, processing (if any), and input items, and then create an appropriate algorithm.
 - Create a Visual Basic Windows application. Use the following names for the solution and project, respectively: Yorktown Solution and Yorktown Project. Save the application in the ClearlyVB2012\Chap04 folder.
 - Change the name of the form file on your disk to frmMain.vb. If necessary, change the form's name to frmMain.
 - Create a suitable interface. Also include a picture box and an Exit button. The picture box should display either the image stored in the ClearlyVB2012\Chap04\Yorktown.png file or another image of your choice. (The image included in the Yorktown.png file was downloaded from the Open Clip Art Library at <http://openclipart.org>.)
 - Be sure to assign names to the appropriate controls. Also be sure to assign access keys and set the tab order.
 - Code the Exit button's Click event procedure so that it ends the application. You will code the algorithm in Chapter 5's Exercise 12.
 - Save the solution and then start the application. Test the interface's tab order and access keys.
 - Stop the application. Close the Code Editor window and then close the solution.
10. Open the SwatTheBugs Solution (SwatTheBugs Solution.sln) file contained in the ClearlyVB2012\Chap04\SwatTheBugs Solution folder. Start the application and then click the Exit button. Notice that the Exit button does not end the application. Click the Close button on the form's title bar. Locate and then correct the error. (Hint: Look closely at the procedure header in the Exit button's Click event procedure.)

SWAT THE BUGS