Your Hands-On Programming Example

Write a program for R 'n R--For Reading and Refreshment to display the current special promotions. Include labels to display the current special and the promotion code and buttons for each of the following departments: Books, Music, Periodicals, and Coffee Bar.

The user interface should also have buttons for *Print* and *Exit* and a label with the programmer's name. Change the name of the form to MainForm, and place "R 'n R--For Reading and Refreshment" in the title bar of the form.

The *Print* button should display the form in a Print Preview window.

Planning the Project

Sketch a form (Figure 1.57), which your users sign off on as meeting their needs.

Note: Although this step may seem unnecessary, having your users sign off is standard programming practice and documents that your users have been involved and have approved the design.

Figure 1.57

A Planning sketch of the form for the hands-on programming example.