

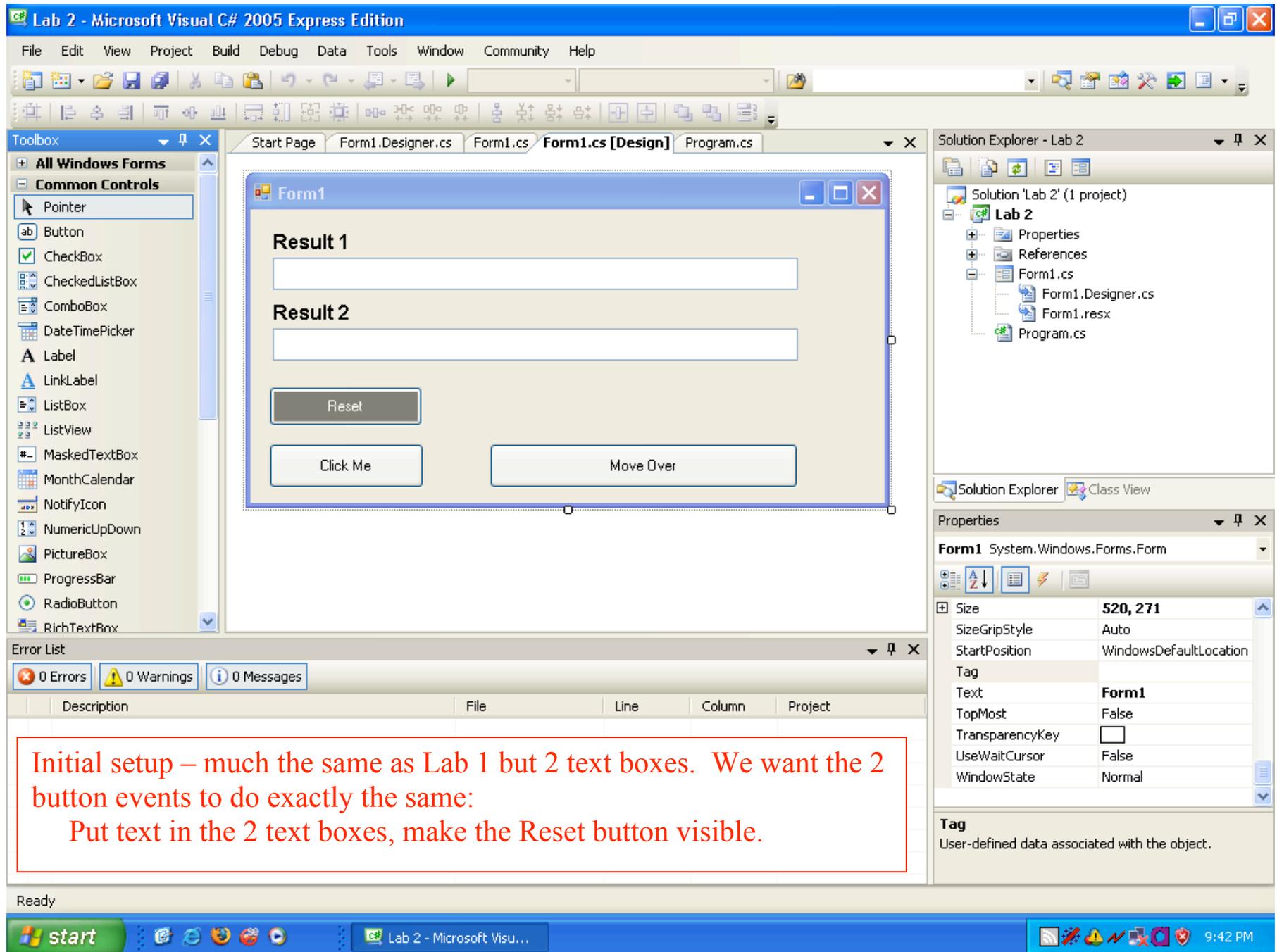
1D04 Lab 2 Part 1

Create a project called Name#_Lxx_Lab2, where you must use your own name. xx is your lab section.

Create a form that looks like the one on the following page.

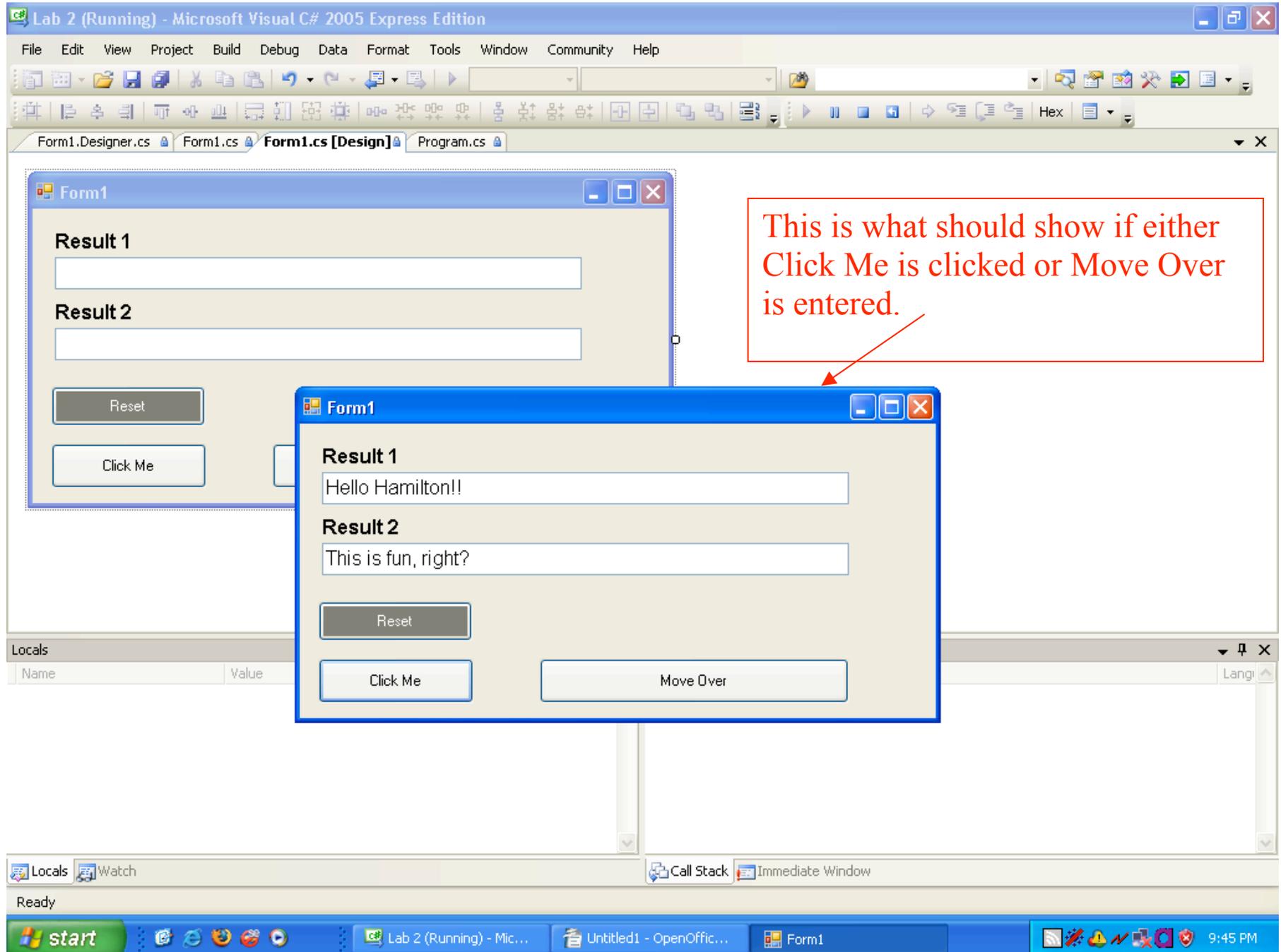
Before you continue with the code, click “File/Save All” to save the project.

1D04 Lab 2 Part 1



Initial setup – much the same as Lab 1 but 2 text boxes. We want the 2 button events to do exactly the same:
Put text in the 2 text boxes, make the Reset button visible.

1D04 Lab 2 Part 1



So, first attempt should be to repeat the same statements in each of the methods.

Something like:

```
txtResult1.Text = "Hello Hamilton!!";  
txtResult2.Text = "This is fun, right?";  
btnReset.Visible = true;
```

Afterwards, make a new method, immediately after the end of the methods already in place, but before the final }

This method can be called `doIt()`

```
void doIt()  
{  
    txtResult1.Text = "Hello Hamilton!!";  
    txtResult2.Text = "This is fun, right?";  
    btnReset.Visible = true;  
}
```

and the existing methods should have the existing text removed and replaced by `doIt()`;

The Reset button should clear the text boxes and make the Reset button not visible.

Change the text for txtResult2 to "Glad to be here". Run the program and test that clicking "Click Me" or mousing over "Move Me" results in the correct (revised) text being placed in the text boxes.

When complete click "File/Save All" to save the project.

Find the folder under which your project is stored, and then click on the project folder to highlight it. Right click on the folder and choose "Send To/Compressed Folder". This will create a zip file that contains all the folders and files of your project.

Now submit the lab for "Test submission 1".

In the Lab Assignment section of 1D04, choose your section of Test submission 1.

Upload the zipped project file and then click Submit.