

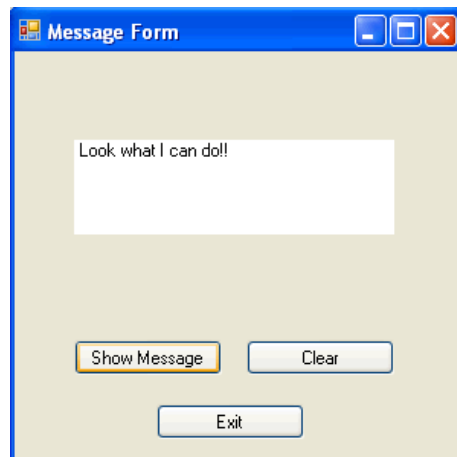
## Programming (Visual Basic) – Exercise

### Message Form

This task ensures your ability to create an application by creating objects and changing the default properties, and changing properties of an object in response to an event. The steps in this project are important to understand.

### Project information

This exercise will create an application that contains 3 buttons and 1 label. The properties for each object of the application are listed on the back of this page.



### Functionality

The program is designed to display a message in the label when the 'Show Message' button is clicked. The label is cleared when the 'Clear' button is clicked. When 'Exit' is clicked, the program closes.

### Stages of creation:

- Design form as displayed above
- Change form name and change the name of the physical form (form1.vb)
- Change the startup object
  - Project -> [project name] properties -> application -> startup object
- Name each object as it is created
  - buttons
  - labels
  - forms etc...
- Create a procedure for each event that you expect to occur
  - click methods of each button

Use the following information to create the application:

Object	Property	Setting
<b>Form</b>	<b>Name</b>	<b>messageForm</b>
	Text	Message Form
	Width	300
<b>Label</b>	Height	300
	<b>Name</b>	<b>messageLabel</b>
	Text	Blank
<b>Button 1</b>	BackColor	White
	<b>Name</b>	<b>messageButton</b>
<b>Button 2</b>	Text	Show Message
	<b>Name</b>	<b>clearButton</b>
<b>Button 3</b>	Text	Clear
	<b>Name</b>	<b>exitButton</b>
	Text	Exit