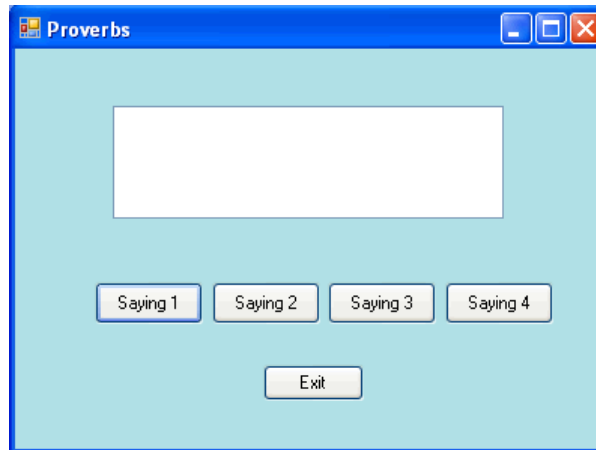


## Programming (Visual Basic) – Exercise 2

### Proverbs

This exercise will create an application that contains 5 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 different proverb depending on the button 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>proverbForm</b>
	BackColor	PowderBlue
	Text	Proverbs
	Width	400
	Height	300
<b>TextBox</b>	<b>Name</b>	<b>proverbTextBox</b>
	Text	Blank
	ReadOnly	True
	MultiLine	True
	Width	260
	Height	75
	TabStop	False
<b>Button1</b>	<b>Name</b>	<b>saying1Button</b>
	Text	Saying 1
<b>Button 2</b>	<b>Name</b>	<b>saying2Button</b>
	Text	Saying 2
<b>Button 3</b>	<b>Name</b>	<b>saying3Button</b>
	Text	Saying 3
<b>Button 4</b>	<b>Name</b>	<b>saying4Button</b>
	Text	Saying 4
<b>Button 5</b>	<b>Name</b>	<b>exitButton</b>
	Text	Exit

**Extension:**

Add a label to the form above the textbox. When a button is clicked, display the following text in the label, changing for each button clicked:

“Saying 1:”  
“Saying 2:” etc.

Change the font properties of the label to your own choice to change the format of the text.

Make sure you use meaningful names for the label, following the proper naming conventions.