Assignment 3	A201-A505 Object Oriented Programming (Visual Basic .Net)	H. Hakimzadeh 20 pts.
		Oct 10, 2016
		11:59pm

## Purpose:

- 1) To plan, design and implement an event driven, GUI based program. (To incorporate VB controls such as labels, buttons, group boxes, picture boxes, radio buttons, check boxes, tool tips, etc.)
- 2) To learn the conventions and syntactic rules of the Visual Basic language.
- 3) To learn about:
  - Object and variable naming conventions
  - Declaring and using variables and constants
  - Conditional Statements (If-Then-Else-EndIf)
  - Understanding modularization (procedures / functions)
  - Parameters/arguments passing
  - Functional decomposition

## **Problem Description:**

Our goal is to develop a simple application for a used-car dealership. Customers of this dealership select the <u>make</u>, the <u>model</u> and the <u>color</u> of the car they would like to purchase. After these selections have been made, the picture of the car should be displayed in the picturebox in the right (see figure below), and the car's base price should be displayed in the "Base Price" text box. After the picture and price of the car are displayed, the customer may select a <u>package</u> by clicking the proper radio button. Each package determines what options are included with the car; in addition, the price of the package should be displayed in the "Options" textbox. The "total price" should be calculated every time the base price or the options price changes. (See figure below for details)

Please note that the options are not individually selected by the user. That is the reason why they are shown in gray and cannot be individually clicked. The checkboxes (options) are automatically selected when the user selects a package. (you can decide on your own which options should go with which packages)

(e.g. Ford Mustang, Model-T, and Honda Civic and Accord), and at least one color per model (e.g. Red)

## Before starting this assignment make sure that you have successfully completed the labs

- Step 0: Plan the GUI
- Step 1: Plan the properties for each control in the GUI
- Step 2: Plan the code that supports each control.
- Step 3: Implement and test your program. (One module at a time)
  Your program should accommodate at least two Makes (e.g. Ford, Honda), at least two models per make

## Submit the following:

Your project folder (Zipped). Make sure your program listing includes proper documentation. Also make sure "Option Strict and Explicit" are turned on.

