

Final Lab-Practical Phase 1 Instructions

You're handsome yet insane CEO has come up with what he is sure will be the greatest idea ever. **Texting on the computer!!** Toward that end he is having you develop a demo application that he can show to potential investors in Greece.

He's going to Greece.

While he's gone, here are the specifications of the demo he wants you to build:

- Form:
 - 700 by 300 pixels
 - Says "Textulator 5000" at the top
 - Textbox:
 - Named txtMsgInput
 - 600 by 20
 - Label:
 - Named lblOutput
 - Starts with the text "Enter a message:"
 - String:
 - A class level string variable named strTheMessage
 - It should have appropriate buttons based on the functionality you've provided

Phase 1: Stringification

In order to successfully complete phase 1 your demo should implement the following:

- Check Size button:
 - A button named btnCheckSize that when pressed stores the string from txtMsgInput into strTheMessage and changes lblOutput to display the size of the string. If the string is more than 15 characters (the limit with the Indian telecommunications vendor your pennywise CEO is planning on using) the text should be in red.
- Chop button
 - A button named btnChop when pressed chops the string from txtMsgInput to the acceptable 15 characters, stores the result into strTheMessage and changes lblOutput to display strTheMessage.
- Clean button
 - A button named btnClean when pressed removed leading and trailing spaces from the string from txtMsgInput, stores the result into strTheMessage and changes lblOutput to display strTheMessage
- Dirty Words button

- A button named btnDirty that when pressed searches the string from txtMsgInput for the following words:
 - Stupid
 - Smelly
 - Butt
 - Cabeza de coco
- And displays the results in lblOutput
- Purify button
 - A button named btnPurify that when pressed removes the dirty words from the string in txtMsgInput and stores the result in strTheMessage, then changes lblOutput to display strTheMessage

Final Lab-Practical Phase 2 Instructions

Phase 2: Arrayed

In order to successfully complete phase 2 your demo should implement the following:

- Pieces button
 - A button named btnPieces that when pressed creates an array of strings (each 15 characters long) from the string in txtMsgInput and loops through the array, displaying each in a MessageBox.
- Vowel Counter button
 - A button named btnVowelCounter that when pressed will **loop through** the string in txtMsgInput and count each vowel, then display the results in lblOutput.

Final Lab-Practical Phase 3 Instructions

Phase 3: OO Madness

In order to successfully complete phase 3 your demo should move the functionality of the other phases into a single class that is instantiated with a string variable.