

Problem B:

3.13 (Microwave Oven GUI) Create the GUI for the microwave oven shown in Fig. 3.35.

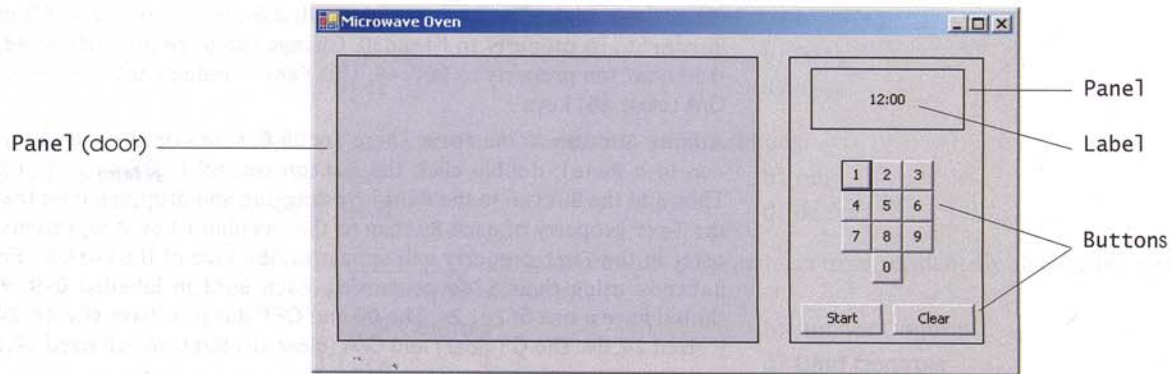


Figure 3.35 Microwave Oven GUI.

- Creating a new project.** Create a new **Windows Application** named **Microwave**.
- Renaming the Form file.** Name the Form file **Microwave.vb**.
- Manipulating the Form's properties.** Change the **Size** property of the Form to 552, 288. Change the **Text** property of the Form to **Microwave Oven**. Change the **Font** property to **Tahoma**.
- Adding the microwave oven door.** Add a **Panel** to the Form by double clicking the **Panel** (**Panel**) in the **Toolbox**. Select the **Panel** and change the **BackColor** property to **Silver** (located in the **Web** tab) in the **Properties** window. Then change the **Size** to 328, 224. Next, change the **BorderStyle** property to **FixedSingle**.
- Adding another Panel.** Add another **Panel** and change its **Size** to 152, 224 and its **BorderStyle** to **FixedSingle**. Place the **Panel** to the right of the door **Panel**, as shown in Fig. 3.35.
- Adding the microwave oven clock.** Add a **Label** to the right **Panel** by clicking the **Label** in the **Toolbox** once, then clicking once inside the right **Panel**. Change the **Label's Text** to **12:00**, **BorderStyle** to **FixedSingle** and **Size** to 120, 48. Change **TextAlign** to **MiddleCenter**. Place the clock as shown in Fig. 3.35.
- Adding a keypad to the microwave oven.** Place a **Button** in the right **Panel** by clicking the **Button** control in the **Toolbox** once, then clicking inside the **Panel**. Change the **Text** to **1** and the **Size** to 24, 24. Repeat this process for nine more **Buttons**, changing the **Text** property in each to the next number in the keypad. Then add the **Start** and **Clear** **Buttons**, each of **Size** 64, 24. Do not forget to set the **Text** properties for each of these **Buttons**. Finally, arrange the **Buttons** as shown in Fig. 3.35. The **1** **Button** is located at 40, 80 and the **Start** **Button** is located at 8, 192.
- Saving the project.** Select **File > Save All** to save your changes.