

Problem C:

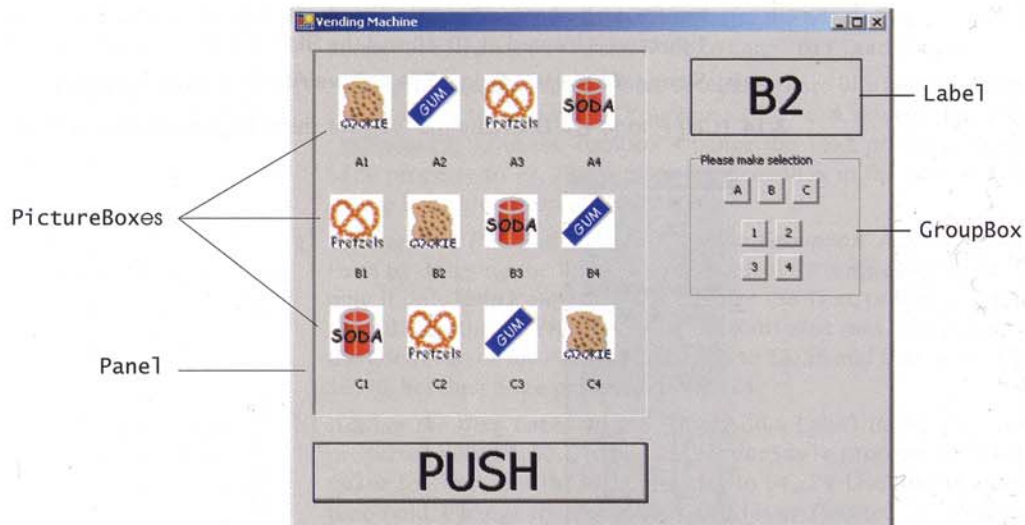


Figure 3.37 Vending Machine GUI.

3.15 (Vending Machine GUI) Create the GUI for the vending machine in Fig. 3.37.

- Creating a new project.** Create a new **Windows Application** named Vending-Machine.
- Renaming the Form file.** Name the Form file VendingMachine.vb.
- Manipulating the Form's properties.** Set the Text property of the Form to Vending Machine and the Size to 560, 488. Change the Font property to Tahoma.
- Adding the food selection Panel.** Add a Panel to the Form, and change its Size to 312, 344 and BorderStyle to Fixed3D. Add a PictureBox to the Panel, and change its Size to 50, 50. Then set the Image property by clicking the ellipsis Button and choosing a file from the zip file at <http://www.stonehill.edu/compsci/CS102/VendingMachine.zip>. Repeat this process for 11 more PictureBoxes.
- Adding Labels for each vending item.** Add a Label under each PictureBox. Change the Text property of the Label to A1, the TextAlign property to TopCenter and the Size to 56, 16. Place the Label so that it is located as in Fig. 3.37. Repeat this process for A2 through C4 (11 Labels).
- Creating the vending machine door (as a Button).** Add a Button to the Form by dragging the Button control in the Toolbox and dropping it below the Panel. Change the Button's Text property to PUSH, its Font Size to 36 and its Size to 312, 56. Then place the Button on the Form as shown in Fig. 3.37.
- Adding the selection display Label.** Add a Label to the Form, and change the Text property to B2, BorderStyle to FixedSingle, Font Size to 36, TextAlign to MiddleCenter and Size to 160, 72.
- Grouping the input Buttons.** Add a GroupBox below the Label, and change the Text property to Please make selection and the Size to 160, 136.
- Adding the input Buttons.** Finally, add Buttons to the GroupBox. For the seven Buttons, change the Size property to 24, 24. Then change the Text property of the Buttons such that each Button has one of the values A, B, C, 1, 2, 3 or 4, as shown in Fig. 3.37. When you are done, move the controls on the Form so that they are aligned as shown in the figure.
- Saving the project.** Select File > Save All to save your changes.