

I/We realize that the penalty for turning in work that is not my own, or assisting others in doing so, can range from an "F" in the class to dismissal from Trinity University. I realize that it is a violation of academic integrity to share any portion of this lab with any person (outside my 3321 team & professor)!

Print Name \_\_\_\_\_ Time Required = \_\_\_\_\_ Hrs.

Signature \_\_\_\_\_ (pledged)

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## Visual Studio Windows Form Application #6

### Individual Assignment

35 Points

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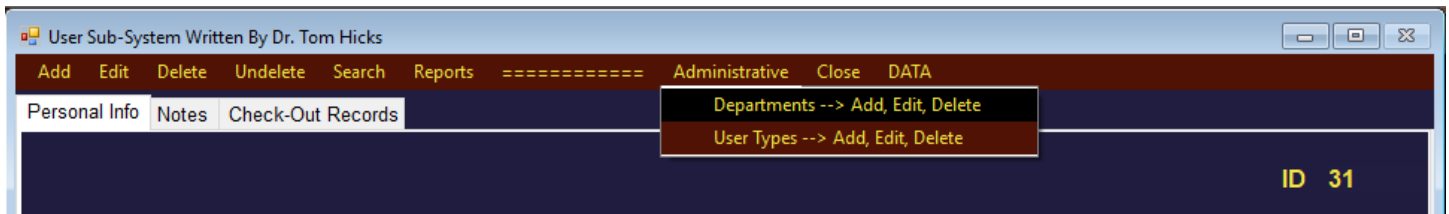
\_\_\_\_\_ {Initial/Pledge} I have completed all of steps/tasks in **VS-6-Supporting-Forms.docx**

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### Supporting Class Form Processing

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\_\_\_\_\_ {Initial/Pledge} I have at least the two following Administrative Menu Choices in my User Sub-System Menu Bar.

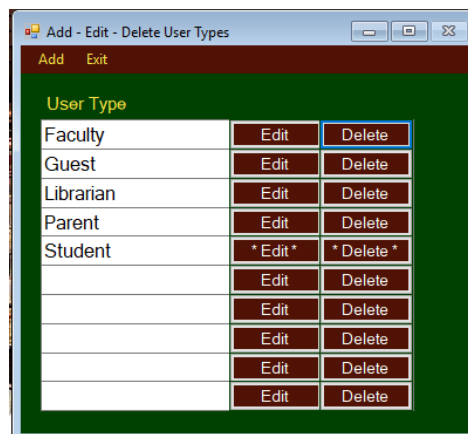
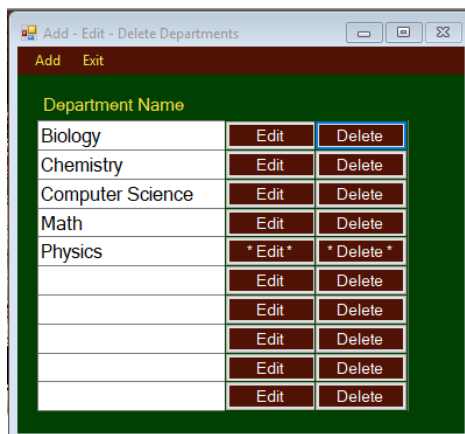


\_\_\_\_\_ {Initial/Pledge} I have created a collection of forms for the Supporting Class Add-Edit-Delete process; by passing the appropriate arguments to these forms, I am able to use the same ones for both User Types and Departments.

\_\_\_\_\_ {Initial/Pledge} When I push the Departments Add-Edit-Delete button, my application launches an Supporting Class Management Window, similar to the one on the bottom left; This form contains examples and titles relative to the Department Supporting Class.

\_\_\_\_\_ {Initial/Pledge} When I push the User Types Add-Edit-Delete button, my application launches a Supporting Class Management Window, similar to the one on the bottom right; This form contains examples and titles relative to the User Type Supporting Class.

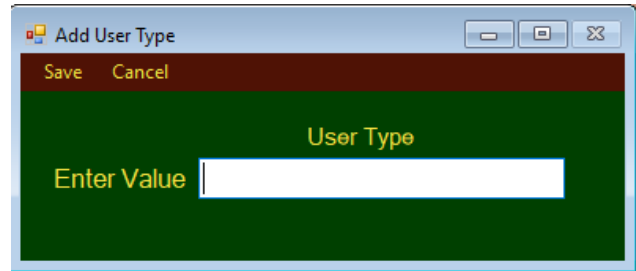
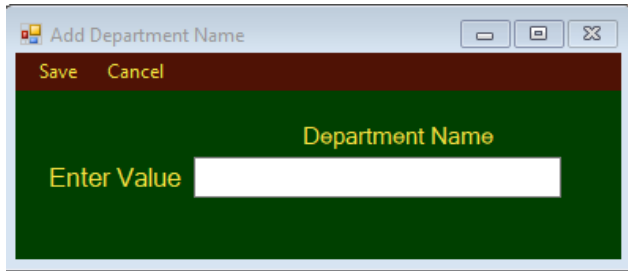
\_\_\_\_\_ {Initial/Pledge} I am using One Supporting Class Management Form for all Supporting Classes.



\_\_\_\_\_ {Initial/Pledge} When I push the Add button on the Add-Edit-Dept form on the top left, my application launches an Add Window similar to the one on the bottom left. This form contains prompts and titles relative to the Department Supporting Class.

\_\_\_\_\_ {Initial/Pledge} When I push the Add button on the Add-Edit-UserType form on the top right, my application launches an Add Window similar to the one on the bottom right. This form contains prompts and titles relative to the User Type Supporting Class.

\_\_\_\_\_ {Initial/Pledge} I am using one Add Window for all Supporting Classes.



\_\_\_\_\_ {Initial/Pledge} When I push the Save button on either of the Add Windows above, the New Value is added to my original Supporting Class Management Window. This need work for only the sixth entry in the original form.

\_\_\_\_\_ {Initial/Pledge} When I push the Cancel button on either of the Add Windows above, the New Value is not added to my original Supporting Class Management Window.



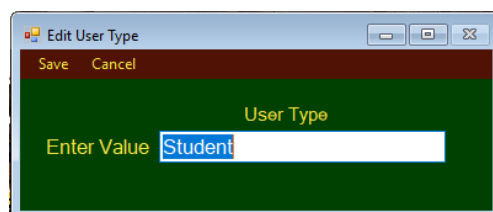
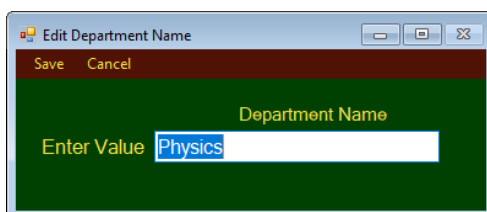
\_\_\_\_\_ {Initial/Pledge} Each of my Supporting Class Management Windows contain at least one **\* Edit \*** button; the **\*'S** are on the button to remind us which button has the appearance of working during the prototype demonstration.

\_\_\_\_\_ {Initial/Pledge} Each of my Supporting Class Management Windows contain at least one **\* Delete \*** button; the **\*'S** are on the button to remind us which button has the appearance of working during the prototype demonstration.

\_\_\_\_\_ {Initial/Pledge} When I push the **\* Edit \*** button on my Department Supporting Class Management Window my application launches an Edit Window similar to the one on the bottom left. This form contains prompts, values, and titles relative to the Department Supporting Class.

\_\_\_\_\_ {Initial/Pledge} When I push the **\* Edit \*** button on my User Type Supporting Class Management Window my application launches an Edit Window similar to the one on the bottom right. This form contains prompts, values, and titles relative to the User Type Supporting Class.

\_\_\_\_\_ {Initial/Pledge} I am using one Edit Window for all Supporting Classes; in fact, by passing in the right information, some folks will use the same form for both Edit & Add.



\_\_\_\_\_ {Initial/Pledge} When I push the Save button on either of the Edit Windows above, the New Value is replaces the Old Value on my original Supporting Class Management Window. This need work for only the fifth entry in the original form.

\_\_\_\_\_ {Initial/Pledge} When I push the Cancel button on either of the Edit Windows above, the New Value is not replacing data on my original Supporting Class Management Window.

\_\_\_\_\_ {Initial/Pledge} When I push the \* **Delete** \* button on either of my Supporting Class Management Windows, the data associated with that item (6) is simply blanked out; it logically goes away. This need work for only the fifth entry in the original form.

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## Better Navigation Processing

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\_\_\_\_\_ {Initial/Pledge} I have Created A Second Demo User Record.

\_\_\_\_\_ {Initial/Pledge} When I Push Either Of The **Next Buttons**, the Current User Record Changes to the other Record → thus giving it the appearance of working.

\_\_\_\_\_ {Initial/Pledge} When I Push Either Of The **Previous Buttons**, the Current User Record Changes to the other Record → thus giving it the appearance of working.

\_\_\_\_\_ {Initial/Pledge} When I Push Either Of The **First Buttons**, the Current User Record Changes to the other Record → thus giving it the appearance of working.

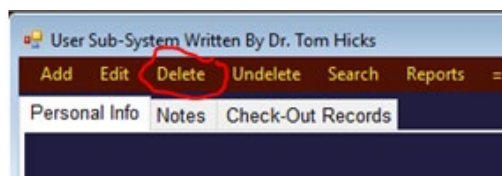
\_\_\_\_\_ {Initial/Pledge} When I Push Either Of The **Last Buttons**, the Current User Record Changes to the other Record → thus giving it the appearance of working.

\_\_\_\_\_ {Initial/Pledge} When I Push at least one of my **Quick-Link Buttons**, the Current User Record Changes to the other Record → thus giving it the appearance of working.

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## Delete Form Processing

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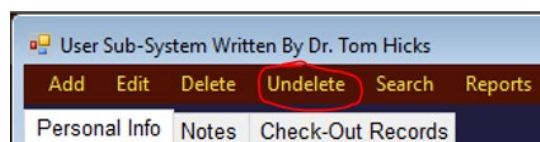


\_\_\_\_\_ {Initial/Pledge} When I Push The **Delete Button**, the Current User Record Changes to the other Record → thus giving it the appearance of working. Delete does not request confirmation.

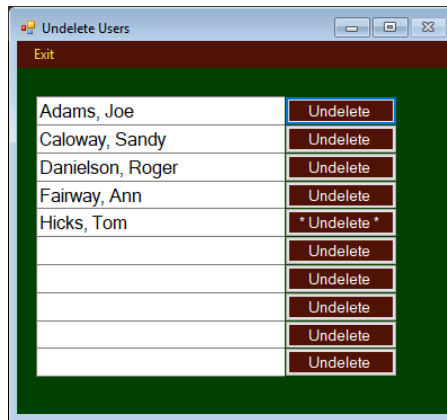
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## Undelete Form Processing

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\_\_\_\_\_ {Initial/Pledge} When I Push The **Undelete Button**, a form similar to that below, is shown.



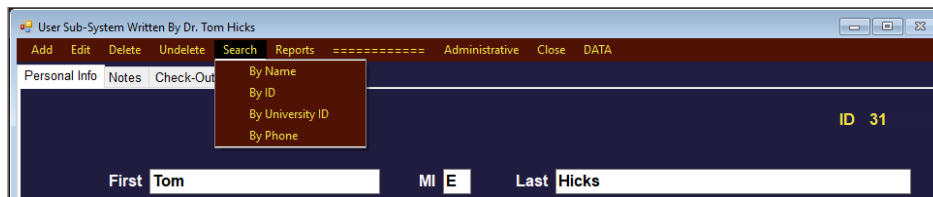
\_\_\_\_\_ {Initial/Pledge} My Undelete form has a good title and at least five examples. I encourage you to pass the five examples and title as arguments; this will make it much easier to use on all of your sub-systems. The Colors may be your own,

\_\_\_\_\_ {Initial/Pledge} My Undelete form has a menustrip option to exit and Undelete buttons.

\_\_\_\_\_ {Initial/Pledge} The last of my examples includes an **\* Undelete \*** button; when pushed, this user appears to remove from the list.

### Simple Search

\_\_\_\_\_ {Initial/Pledge} When I push the Menustrip Search Button, I get the following choices.

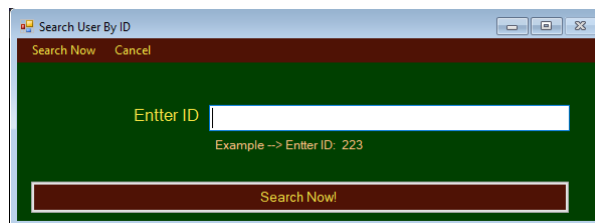


\_\_\_\_\_ {Initial/Pledge} Each of my four Search Buttons Launch my simple search form;

\_\_\_\_\_ {Initial/Pledge} I am using the same Simple Search Form for all of my searching. I pass a title, prompt, and example to this form.

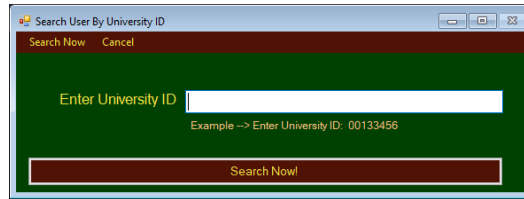
### Search By ID

\_\_\_\_\_ {Initial/Pledge} My Search By ID looks much like that below. Colors are my own,



### Search By University ID

\_\_\_\_\_ {Initial/Pledge} My Search By University ID looks much like that below. Colors are my own,

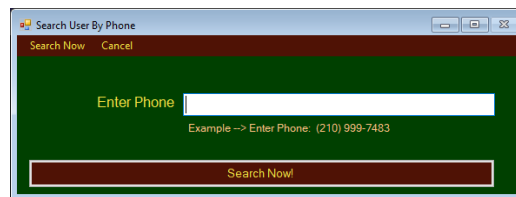



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## Search By Phone

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\_\_\_\_\_ {Initial/Pledge} My Search By Phone looks much like that below. Colors are my own,

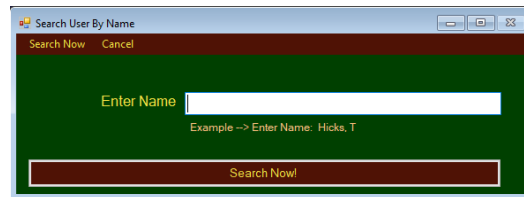



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## Search By Name

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\_\_\_\_\_ {Initial/Pledge} My Search By Name looks much like that below. Colors are my own, A search will sometimes provide a **single solution**; when this occurs, the Search Window will simply close and the parent form will simply navigate to the respective user.



When searching for TEXT data, the search might return **multiple solutions**. I always implement all text searches by doing partial string searching → maybe something like:

```
SELECT * FROM User WHERE FullName LIKE "%Hicks%";
```

\_\_\_\_\_ {Initial/Pledge} My Example, in Search User By Name, contains at least two words.

\_\_\_\_\_ {Initial/Pledge} For Prototype purposes, my application will launch the Multiple Solutions Form when the user enters only my first word in the search form.



\_\_\_\_\_ {Initial/Pledge} When my user enters the first word in my example (for me → **"Hicks"**) my application launches a Multiple Solutions Form similar to the one shown below.



\_\_\_\_\_ {Initial/Pledge} My Multiple Solutions Form contains at least one **\* View \*** button; the **\*'s** are on the button to remind us which button has the appearance of working during the prototype demonstration.

\_\_\_\_\_ {Initial/Pledge} When the **\* View \*** button is selected during the prototype demonstration, the Multiple Solutions Form closes and the selected user is in view.

\_\_\_\_\_ {Initial/Pledge} I am passing the title, and six examples to the Multiple Solutions Form so that I might be able to use it on multiple sub-systems.

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## Tutorial

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1] \_\_\_\_\_ One of the Guidelines, in the tutorial, states that creating Generic Functions and Forms will often take   ?   { less time / the same amount of time / more time} and that the payoff comes when you reuse these forms!

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## What To Turn In

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1] **All pages of this lab with questions completed.**

----- No Lab Is Complete Until Both Are Complete -----

- 1] You sign & submit the Pledge form at the top of this lab!. No Lab Will Be Considered Complete until this is done. Late penalties will continue to accrue until the pledge form is submitted.
  - a) Sign & Pledge
  - b) Record the amount of time you think you spent on this lab
  - c) Staple all pages of this lab. Fold in half length-wise (like a hot-dog). Put your name on the outside. Place it on the professor desk before the beginning of lecture on the day it is due. The penalty for late homework will not exceed 25% off per day.
  - d) Short answer questions must be hand written, unless the professor has granted an exception for physical reasons.
  
- 2] Place all programming code associated with this program, if any, in the Professor's Code Drop Box or on the Virtual System as directed.  
I do not accept programs by mail; do not submit labs via email!