

Assignment 1 – Buttons and Labels

Create an application to display information about John Jay high school.

Set the *text property* of the *form* to **My High School**

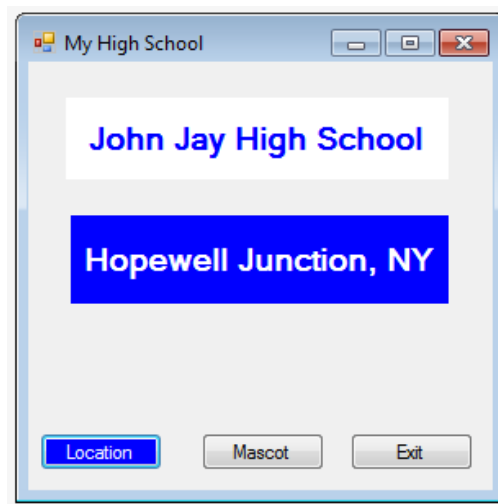
Create three buttons:

- Button one: set the *name* to **btnlocation** and set the *text property* to **Location**
- Button two: set the *name* to **btnmascot** and set the *text property* to **Mascot**
- Button three: set the *name* to **btnexit** and set the *text property* to **Exit**

Create two labels:

- Label one: set the *name* to **lblschool** and set the *text property* to **John Jay**
- Label two: set the *name* to **lbldisplay** and set the *text property* to have the label appear blank
- Both labels should have the *TextAlign* property to **MiddleCenter**, *Font* size property to **18**

Layout-AutoSize to **false**



Coding

When the Location button is clicked;

lbldisplay will

1. Display **Hopewell Junction, NY**
2. Set Backcolor to blue
3. Set Forecolor to white
4. All other buttons should be in the original state

When the Mascot button is clicked;

lbldisplay will

1. Display **Patriots**
2. Set Backcolor to blue
3. Set Forecolor to white
4. All other buttons should be in the original state

When the Exit button is clicked

Application should close: type in the code: `close ()`

The general form of the code to change the property of an object will be;

ObjectName.property = value

After typing in the object name and a period, a dropdown menu listing all the properties will appear.

Values	Syntax for setting values
color	= Color. <i>select color from dropdown menu</i>
text	= " <i>type in text as you wish it to appear</i> "

Example:

To set the **backcolor** of an object named **label 1** to **red**, use the following code:

```
label1.backcolor = color.red
```

To set the **text** of an object named **label 1** to **Hello**, use the following code:

```
label1.text = "Hello"
```