Programming Logic - Beginning

152-101

# Welcome Screen Program

10 points

Create your own Welcome Screen to be used for all future programming projects in this class. Your Welcome Screen must include (**as a minimum**) the followings requirements:

The program should display centered on the screen. The form must have a background image (picture or texture). If you use a texture, tile it if appropriate. Change the form’s background color and the icon for the form.

Use separate labels to display your name, your email address and the course title. The font type, style and size should be changed from the default.

The program’s name should be *Welcome Screen* and display this on the form’s title.

Include a graphic image (from any source – see note below).

Include another graphic image (smaller size) that will control the display of your e-mail address (on or off). Hint: use the object’s Click event to change the Email label’s Visible property

Include a button to close the *Welcome Screen* application. Add a small graphic on the command button. The button should display the graphic with text.

Change the **project’s** icon to something appropriate.

Your code will need application level documentation, method documentation and code level documentation.

NOTE: All pictures and images must be business appropriate (you should be able to show them to anyone without offending someone!)

Your application must follow appropriate naming conventions discussed in class. The application must run without any Build errors.

Rename the solution folder: *yourlastname – Welcome Screen*. Compress *(zip)* the solution folder and place it in onedrive in the homework folder for this assignment.