Visual Basic/C# Programming

(330)

REGIONAL – 2016

Program: Character Stats (400 points)

 ***TOTAL POINTS (400 points)***

**Judge/Graders: Please double check and verify all scores and answer keys!**

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*Workplace Skills Assessment Program* competition.

# General Instructions

You work for XYZ Games, Inc., a company that develops multiple video games. You have been asked to develop a GUI application that will calculate character statistics.

Your deliverable for this project must include the following.

1. Create a multi-form GUI application.
2. The startup form, Main Form, must resemble Figure 1.
3. The second form, the Hero Form, must resemble Figure 2.
4. The application must adhere to proper naming conventions and include the required methods and functionality as mentioned in the specifications.

**NOTES TO CONTESTANT**

You will have 90 minutes to complete your work.

Your name and/or school name should *not* appear on any work you submit for grading.

Copy your entire solution/project to the flash drive provided. You must submit your entire solution/project so that the graders may open your project to review the source code. You must ensure that the files required to run your program are present and will execute on the flash drive provided.

Note that the flash drive letter may not be the same when the program is graded as it was when you created the program. It is recommended that you use relative paths rather than absolute paths to ensure that the program will run regardless of the flash drive letter. The graders will **not** compile or alter your source code to correct for this. Submissions that do not contain source code will **not be graded**.

**The flash drive that you are provided *must* have three (3) pictures files for you. The files are:**

* **archer.png**
* **warrior.png**
* **wizard.png**

Your application will be graded on the following criteria:

**Solution and Project**

The project is present on the flash drive \_\_\_\_ 5 points

The project is named according to the naming conventions \_\_\_\_ 5 points

Three (3) Character images are added to the project as Resources \_\_\_\_ 5 points

**User Interface Design**

**Main Form**

The Main Form resembles Figure 1 \_\_\_\_ 25 points

The name of the form is, “frmMain” \_\_\_\_ 5 points

The form’s caption displays “Contestant #01-2345-6789”, where

#01-2345-6789 is the contestant’s properly formatted BPA ID \_\_\_\_ 5 points

The user interface contains a label explaining Heroes \_\_\_\_ 5 points

The user interface contains a button named, “btnHero” \_\_\_\_ 5 points

The user interface contains a button captioned, “Hero” \_\_\_\_ 5 points

The user interface contains a label explaining Villains \_\_\_\_ 5 points

The user interface contains a button named, “btnVillain” \_\_\_\_ 5 points

The user interface contains a button captioned, “Villain” \_\_\_\_ 5 points

The user interface contains a button named, “btnExit” \_\_\_\_ 5 points

The user interface contains a button captioned, “E&xit” \_\_\_\_ 5 points

**Hero Form**

The Hero Form resembles Figure 2 \_\_\_\_ 25 points

The name of the form is, “frmHero” \_\_\_\_ 5 points

The form’s caption displays “Hero Stats” \_\_\_\_ 5 points

Listbox for hero characters name “lstHero” \_\_\_\_ 5 points

Listbox for hero characters is not pre-populated \_\_\_\_ 5 points

PictureBox is implemented and image is not pre-populated \_\_\_\_ 5 points

Groupbox for skill level is populated with correct skill levels \_\_\_\_ 15 points

Groupbox for character stats is populated with the correct attributes \_\_\_\_ 15 points

A button named, “btnCalculate”, is defined \_\_\_\_ 5 points

A button captioned, “&Calculate”, is defined \_\_\_\_ 5 points

A button name, “btnBack”, is defined \_\_\_\_ 5 points

A button captioned, “&Back to Side Selector”, is defined \_\_\_\_ 5 points

**Runtime Checks**

Code copied to USB drive and program runs from the USB drive \_\_\_\_ 5 points

**If the program does not execute, then the remaining items in this section receive a score of zero**

When the Hero button is clicked, the Hero Form is displayed \_\_\_\_ 25 points

When the Villain button is clicked, a coming soon message is displayed \_\_\_\_ 10 points

When the user attempts to close the application, a confirmation dialog

is presented that confirms that the user wishes to exit the application \_\_\_\_ 15 points

User is prompted if they did not select a hero from Hero Listbox \_\_\_\_ 10 points

Application correctly calculates character’s individual stats and total XP \_\_\_\_ 25 points

**Source Code Review**

Code is commented at the top, for each function, and as needed \_\_\_\_ 15 points

Code uses consistent variable naming conventions \_\_\_\_ 10 points

**Main Form**

An instance of the Hero Form is created and displayed on click of Hero button \_\_\_\_ 20 points

**Hero Form**

A method called, ResetValues(), is utilized to reset all controls \_\_\_\_ 20 points

A method called, CalcHeroLevels(), is utilized to calculate the appropriate

character stats based on the Skill Level selected \_\_\_\_ 20 points

CalcHeroLevels() method displays the strength, speed, armor, magic,

and total XP to the appropriate labels \_\_\_\_ 15 points

PictureBox image is assigned via code when Hero Listbox item is selected \_\_\_\_ 20 points

**Total: \_\_\_\_ 400 points**

**Technical Specifications**

1. Solution and Project
	1. Create a Windows Form Application named 330\_ContestantNumber, where ContestantNumber is your BPA assigned contestant number. When naming your project, replace dashes (-) with the underscore (\_). For example, if your BPA contestant number is 01-2345-6789, then your project name would be 330\_01\_2345\_6789.
2. User Interface
	1. The user interface to be constructed is shown in Figure 1 and Figure 2. Your application must resemble the prototype (see Figure 1 and Figure 2).
	2. The Main Form
		1. The name of the main form should be “frmMain”.
		2. The Form’s caption must be set to “Contestant #01-2345-6789”, where 01-2345-6789 is your BPA assigned contestant number (including dashes).
		3. User interface elements and default (design-time) property settings
			1. Exit Button
				1. The name of this button must be cmdExit
				2. The text property for this button must be set to “E&xit”
			2. Hero Button
				1. The name of this button must be “btnHero”
				2. The text property for this button must be set to “&Hero”
			3. Villain Button
				1. The name of this button must be “btnVillain”
				2. The text property for this button must be set to “&Villain”
			4. Group Box
				1. A group box called, “grpSelectSide” must be created
				2. The group box must have the caption ‘Select a Side’
	3. The Hero Form
		1. The name of the main form should be frmHero.
		2. The Form’s caption must be set to “Hero Stats”.
		3. User interface elements and default (design-time) property settings
			1. Hero Listbox
				1. The name of this listbox must be “lstHero”
				2. The list box should be populated with three choices:

Archer

Warrior

Wizard

* + - 1. PictureBox
				1. The name of this picture box must be “picHero”
				2. Sizemode should be set to StretchImage
				3. The PictureBox image will set via code when a character is selected from the Hero listbox.
			2. Skill Level Group Box
				1. Group box is populated with radio buttons with the following names and text properties

Level 1, radLevel1

Level 10, radLevel10

Level 25, radLevel25

Level 50, radLevel50

Level 75, radLevel75

Level 99, radLevel99

* + - * 1. The group box must have the caption “Select a skill level”
			1. Character Stats Group Box
				1. Group box is populated with labels for the following:

Strength

Speed

Armor

Magic

Total XP

* + - * 1. The group box must have the caption “Character Stats”
			1. Back to Side Selector Button
				1. The name of this button must be “btnBack”
				2. The text property for this button must be set to “&Back to Side Selector”
			2. Calculate Button
				1. The name of this button must be “btnCalculate”
				2. The text property for this button must be set to “&Calculate”
1. Tasks
	1. Main Form - Exit Button Click
		1. Closes the form. Upon closing, the application must confirm that the form is to be closed and allow the user to cancel the close by responding with “No” to the question, “Do you wish to exit this application?” If the user responds with a “Yes”, then the application is closed.
		2. The message box used to solicit the response must contain the message, “Do you wish to exit this application?” with a caption of “Exit?”
		3. The dialog box used to solicit the response must contain two buttons: Yes and No.
	2. Main Form - Hero Button Click
		1. Open the Hero Form (frmHero)
	3. Main Form - Villain Button Click
		1. Display a message to the user with the following message: “Coming soon: Select a villain” (see Figure 3).
	4. Hero Form – Calculate Button Click
		1. This procedure must validate whether or not a hero has been selected. If the user did not select a hero yet, a message should prompt the user.
		2. Upon click, a method named “CalcHeroLevels” is called.
			1. This method will calculate all of the character stats for the selected hero and skill level (see Figure 4 for a table of hero base stats)
			2. If a character is not selected from the Hero Listbox, the user should be prompted to select a character. Stats should not display if a character has not been selected.
			3. The total XP (Experience Points) is calculated by added the strength, speed, armor, and magic attributes.
			4. The stats for each attribute are based on a multiplier in the following list (for example, a Level 10 Warrior would have each attribute multiplied by 2):
				* Level 1 – 1x multiplier
				* Level 10 – 2x multiplier
				* Level 25 – 3x multiplier
				* Level 50 – 4x multiplier
				* Level 75 – 5x multiplier
				* Level 99 – 6x multiplier
2. Hero Form – Back to Side Selector Button
	* 1. Closes the Hero form
3. Hero Listbox Selection
	* 1. Upon selecting a hero from lstHero, a method called “ResetValues()” must be called.
			1. ResetValues() should reset the skill Level to Level 1 and all character stats should be reset to empty strings.
		2. Upon selecting a hero from lstHero, the correct image should populate in the picHero picture box
			+ Reminder: the images are on the USB provided to you. If images were not provided, please contact the contest Administrator.
			+ The images must be added to the project as a resource.

 

Figure 1 Figure 2



Figure 3

|  |  |  |  |
| --- | --- | --- | --- |
| Attribute (Level 1 Stats) | Archer | Warrior | Wizard |
| Strength | 100 | 150 | 200 |
| Speed | 145 | 115 | 400 |
| Armor | 80 | 120 | 100 |
| Magic | 100 | 90 | 600 |

Figure 4 – Hero base stats

**Development Standards**

* Standard name prefixes must be utilized for forms, controls, and variables.
* All subroutines, functions, and methods must be documented with comments explaining the purpose of the method, the input parameters (if any), and the output (if any).
* The user interface must be similar to Figure 1 and 2.

**Example Scenarios**

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**Archer on Level 1 Warrior on Level 50**

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Visual Basic Source Sample

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frmMain.vb

Public Class frmMain

 Private Sub btnHero\_Click(sender As Object, e As EventArgs) Handles btnHero.Click

 ' Create an instance of the HeroForm form.

 Dim frmHero As New frmHero

 ' Show the IndividualForm form.

 frmHero.ShowDialog()

 End Sub

 Private Sub btnVillian\_Click(sender As Object, e As EventArgs) Handles btnVillian.Click

 'Message: under construction

 MessageBox.Show("Coming soon: Select a villian.")

 End Sub

 Private Sub btnExit\_Click(sender As Object, e As EventArgs) Handles btnExit.Click

 ' Close the MainForm form.

 'Asks for confirmation, if result is yes then close

 If (MessageBox.Show("Do you wish to exit this application?", "Confirm Exit", MessageBoxButtons.YesNo) = DialogResult.Yes) Then

 Me.Close()

 End If

 End Sub

End Class

frmHero.vb

Public Class frmHero

 Dim intStrength As Integer

 Dim intSpeed As Integer

 Dim intArmor As Integer

 Dim intMagic As Integer

 Private Sub btnCalculate\_Click(sender As Object, e As EventArgs) Handles btnCalculate.Click

 If lstHero.SelectedIndex <> -1 Then

 ResetValues()

 CalcHeroLevels()

 Else

 MessageBox.Show("You must first select a hero")

 End If

End Sub

Private Sub lstHero\_SelectedIndexChanged(sender As Object, e As EventArgs) Handles lstHero.SelectedIndexChanged

 ResetValues()

 End Sub

 Sub CalcHeroLevels()

 If lstHero.SelectedIndex <> -1 Then

 ' Display the totals.

 If radLevel1.Checked = True Then

 ElseIf radLevel10.Checked = True Then

 intStrength = intStrength \* 2

 intSpeed = intSpeed \* 2

 intArmor = intArmor \* 2

 intMagic = intMagic \* 2

 ElseIf radLevel25.Checked = True Then

 intStrength = intStrength \* 3

 intSpeed = intSpeed \* 3

 intArmor = intArmor \* 3

 intMagic = intMagic \* 3

 ElseIf radLevel50.Checked = True Then

 intStrength = intStrength \* 4

 intSpeed = intSpeed \* 4

 intArmor = intArmor \* 4

 intMagic = intMagic \* 4

 ElseIf radLevel75.Checked = True Then

 intStrength = intStrength \* 5

 intSpeed = intSpeed \* 5

 intArmor = intArmor \* 5

 intMagic = intMagic \* 5

 ElseIf radLevel99.Checked = True Then

 intStrength = intStrength \* 6

 intSpeed = intSpeed \* 6

 intArmor = intArmor \* 6

 intMagic = intMagic \* 6

 Else

 MessageBox.Show("You must select a level")

 End If

 lblStrength.Text = intStrength.ToString()

 lblSpeed.Text = intSpeed.ToString()

 lblArmor.Text = intArmor.ToString()

 lblMagic.Text = intMagic.ToString()

 lblTotal.Text = (intStrength + intSpeed + intArmor + intMagic).ToString()

 Else

 MessageBox.Show("You must select a hero before calculating total XP.")

 End If

 End Sub

 Sub ResetValues()

 If lstHero.SelectedIndex = 0 Then

 picHero.Image = My.Resources.archer

 intStrength = 100

intSpeed = 145

intArmor = 80

 intMagic = 100

 ElseIf lstHero.SelectedIndex = 1 Then

 picHero.Image = My.Resources.warrior

 intStrength = 150

 intSpeed = 115

 intArmor = 120

 intMagic = 90

 ElseIf lstHero.SelectedIndex = 2 Then

 picHero.Image = My.Resources.wizard

 intStrength = 200

 intSpeed = 400

 intArmor = 100

 intMagic = 600

 Else

 End If

 End Sub

 Private Sub btnClose\_Click(sender As Object, e As EventArgs) Handles btnBack.Click

 Me.Close()

 End Sub

End Class

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C# Source Sample

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frmMain.cs

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace CharacterStats

{

 public partial class MainForm : Form

 {

 public MainForm()

 {

 InitializeComponent();

 }

 private void btnHero\_Click(object sender, EventArgs e)

 {

//Create an instance of the HeroForm form.

 HeroForm frmHero = new HeroForm();

 //Show the IndividualForm form.

 frmHero.ShowDialog();

 }

 private void btnExit\_Click(object sender, EventArgs e)

 {

 this.Close();

 }

 private void btnVillian\_Click(object sender, EventArgs e)

 {

 //Message: under construction

 MessageBox.Show("Coming soon: Select a villian");

 }

 }

}

frmHero.cs

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace CharacterStats

{

 public partial class HeroForm : Form

 {

 private int intStrength;

 private int intSpeed;

 private int intArmor;

 private int intMagic;

 private int intTotal;

 public HeroForm()

 {

 InitializeComponent();

 }

 private void btnCalculate\_Click(object sender, EventArgs e)

 {

 if (lstHero.SelectedIndex != -1)

 {

 ResetValues();

 CalcHeroLevels();

 }

else

 {

 MessageBox.Show("You must first select a hero");

 }

 }

 private void lstHero\_SelectedIndexChanged(object sender, EventArgs e)

 {

 ResetValues();

 }

 void CalcHeroLevels()

 {

 if (lstHero.SelectedIndex != -1)

 {

 //Display the totals.

 if (radLevel1.Checked == true)

 {

 }

 else if (radLevel10.Checked == true)

 {

 intStrength = intStrength \* 2;

 intSpeed = intSpeed \* 2;

 intArmor = intArmor \* 2;

 intMagic = intMagic \* 2;

 }

 else if (radLevel25.Checked == true)

 {

 intStrength = intStrength \* 3;

 intSpeed = intSpeed \* 3;

 intArmor = intArmor \* 3;

 intMagic = intMagic \* 3;

 }

 else if (radLevel50.Checked == true)

 {

 intStrength = intStrength \* 4;

 intSpeed = intSpeed \* 4;

 intArmor = intArmor \* 4;

 intMagic = intMagic \* 4;

 }

 else if (radLevel75.Checked == true)

 {

 intStrength = intStrength \* 5;

 intSpeed = intSpeed \* 5;

 intArmor = intArmor \* 5;

 intMagic = intMagic \* 5;

 }

 else if (radLevel99.Checked == true)

 {

intStrength = intStrength \* 6;

 intSpeed = intSpeed \* 6;

 intArmor = intArmor \* 6;

 intMagic = intMagic \* 6;

 }

 else

 {

 MessageBox.Show("You must select a level");

 }

 lblStrength.Text = intStrength.ToString();

 lblSpeed.Text = intSpeed.ToString();

 lblArmor.Text = intArmor.ToString();

 lblMagic.Text = intMagic.ToString();

 lblTotal.Text = (intStrength + intSpeed + intArmor + intMagic).ToString();

 }

 else

 MessageBox.Show("You must select a hero before calculating total XP.");

 }

 void ResetValues()

 {

 if (lstHero.SelectedIndex == 0)

 {

 picHero.Image = CharacterStats.Properties.Resources.archer;

 intStrength = 100;

 intSpeed = 145;

 intArmor = 80;

 intMagic = 100;

 }

 else if (lstHero.SelectedIndex == 1)

 {

 picHero.Image = CharacterStats.Properties.Resources.warrior;

 intStrength = 150;

 intSpeed = 115;

 intArmor = 120;

 intMagic = 90;

 }

 else if (lstHero.SelectedIndex == 2)

 {

 picHero.Image = CharacterStats.Properties.Resources.wizard;

 intStrength = 200;

 intSpeed = 400;

 intArmor = 100;

 intMagic = 600;

 }

 else

 {

 }

 }

 private void btnClose\_Click(object sender, EventArgs e)

 {

 this.Close();

 }

 }

}