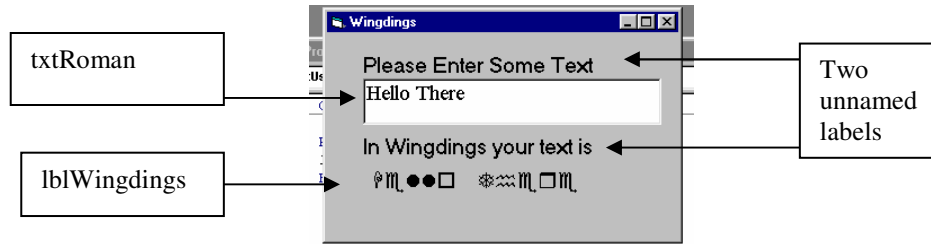


WingDings



In the WingDings program, you will assign the words (text) from the text box to the text of the label. By changing the font properties of the objects involved, you will create a program that shows a user what characters entered will look like in a different font.

Directions:

1. Open a new form and caption it WingDings. Name the form appropriately, and save all in your account in the correct folder.
2. Create two labels and change their text properties so one reads "Please Enter Some Text" and the other reads "In WingDings your text is:". Change the font to something nice and much larger than the system font.
3. Add a text box to your screen. Name it txtRoman. Set the font property to Times New Roman 14
4. Add another label to your screen. Delete the text from it. Turn Autosize off. Make it the same size as the text box. Name it lblWingDings. Set the font property to Wingdings 14.
5. Write an assignment statement that executes with the change event of the text box that copies the contents of the text box into the label. As the user types in the text box, the letters will appear in WingDings in the label.
6. Add an Exit button to end the program. Note the underline.

Extras for Extra Credit:

7. (5) A group of text is called a string. Copying nothing into a text or caption property empties it. A pair of double-quotes with no space between them ("") means "copy nothing", or in other words, clear the textbox or label. The empty double-quotes ("") is called the empty string. Use that to create a Clear button the empties both the text and label boxes. Note the underline under the l.
8. (3) Add at least two more labels that each display the original text string from txtRoman with different fonts and font sizes besides Wingdings.
9. (2) Display the text string into each separate label in response to separate events. For example, you might use a mouse-over or a click event.