

On Your Own- Textboxes and Buttons

Create a form that looks like the below:

Enter first number:

Enter second number:

Operation to perform:

Result of operation:

The descriptive fields on the left should be aligned on the colon (:).

Clicking on the labels "Enter first number:" or "Enter second number:" should move you into those respective text boxes.

The +, -, x and / buttons should initially not be activatable. The +, - and x buttons will activate the moment a number is entered in both the text boxes. They are deactivated the moment there isn't a number in both text boxes.

The / button activates when there is an integer in both text boxes and the integer in the second text box is not 0.

Pressing the + button produces the message "Adding <second number> to <first number> results in <addition of the two numbers>."

Enter first number:

Enter second number:

Operation to perform:

Result of operation: Adding 2 to 5 results in 7

Pressing the - button produces the message "Subtracting <second number> from <first number> results in <subtraction of the two numbers>."

Enter first number:

Enter second number:

Operation to perform:

Result of operation: Subtracting 2 from 5.5 results in 3.5

Pressing the x button produces the message "Multiplying <first number> with <second number> results in <multiplication of the two numbers>."

Enter first number:

Enter second number:

Operation to perform:

Result of operation: Multiplying 5.5 with 2 results in 11

Pressing the / button results in the message "Dividing <first number> by <second number> results in <integer division of the two numbers>R<remainder of integer division of the two numbers>."

Enter first number:

Enter second number:

Operation to perform:

Result of operation: Dividing 8 by 3 results in 2R2

After a button is pressed, if a change in the numbers is made that does not result in that button being deactivated, the result is automatically recalculated.

Enter first number:

Enter second number:

Operation to perform:

Result of operation: Dividing 11 by 3 results in 3R2

If, however, the result results in the number being deactivated, the result is blanked.

Enter first number:

Enter second number:

Operation to perform:

Result of operation:

2 mark- Format is as per screenshot with all labels right justified

2 mark- Clicking on labels moves one to correct form field

2 mark- +, -, x enable and disable correctly

2 mark - / enables and disables correctly

2 mark- pressing +, -, x work correctly

2 mark – pressing / works correctly

2 mark- automatic recalculation when new numbers keyed in works correctly

2 mark- automatic blanking when invalid entries are made works correctly

4 marks- No other unexpected behaviours