

Visual Web Development

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2 Text Input Output

We see how a user may enter text, and how the text along with a message may be displayed.

2.1 Use Case

A use case describes the interaction between a system and its user.

Use Case	TextIO
Goal	to display a personalised greeting
Pre-condition	none
Post-condition	a personalised greeting is displayed
Initiating Actor	the user
Main Success Scenario	
1	system prompts user for their identity or name
2	user enters their id or name
3	system displays a greeting
4	exit success

The use case is named TextIO. TextIO represents the system, e.g. a program.

The goal is the expected outcome. The expected outcome is that a personalised greeting is displayed.

Pre-conditions are what must be true if the post-conditions are to be met. In our example there are no explicit pre-conditions.

Post-conditions are what must be true if the pre-conditions are met. The post-condition here is that a greeting is displayed.

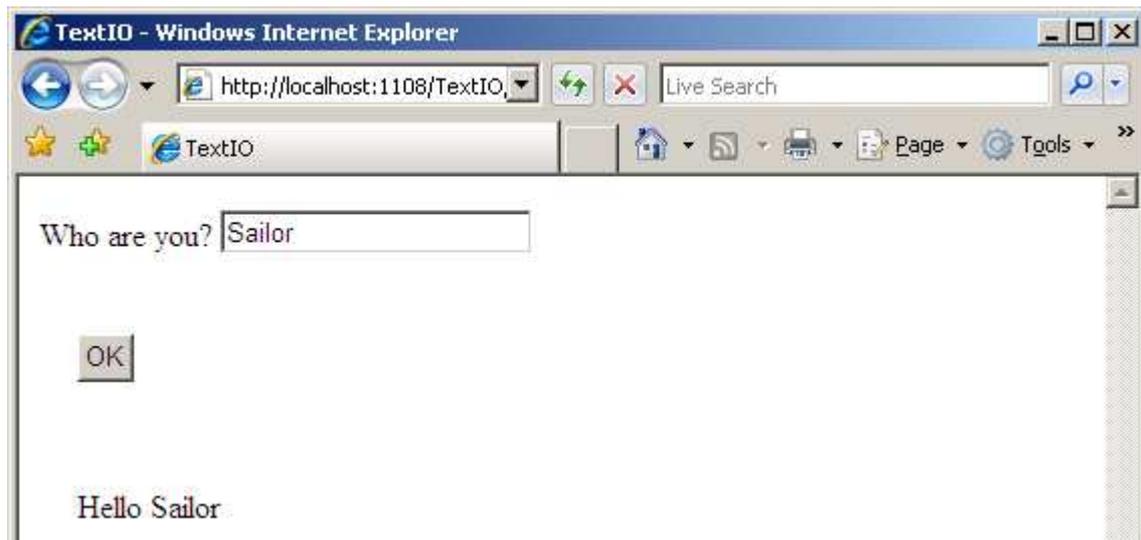
The initiating actor is the person interacting with the system. The initiating actor could be another system, but in our example it is the human user.

The main success scenario shows the step-by-step actions that accomplish the goal.

Use cases are the essential first step in planning and writing computer programs. Without a use case (in some form or another) you have no idea what to do. They can be as detailed, or as sparse as you like.

2.2 Required Result

The result we are looking for is something like:



The prompt "Who are you?" is displayed. The user enters "Sailor" and clicks OK. The computer then displays "Hello Sailor".

2.3 The Controls



We use:

- Labels for text output
- Text boxes for text input (and output)
- Buttons for click events. For example, when the user clicks OK the text they entered is added onto "Hello" and displayed.

2.4 Properties and Values

Control	Property	Value
Form	File Name Title	TextIO.aspx TextIO
Label	ID Text	lblPrompt Who are you?
Text Box	ID	txtName
Button	ID Text	btnOK OK
Label	ID Text	lblGreeting <blank>

Notice how:

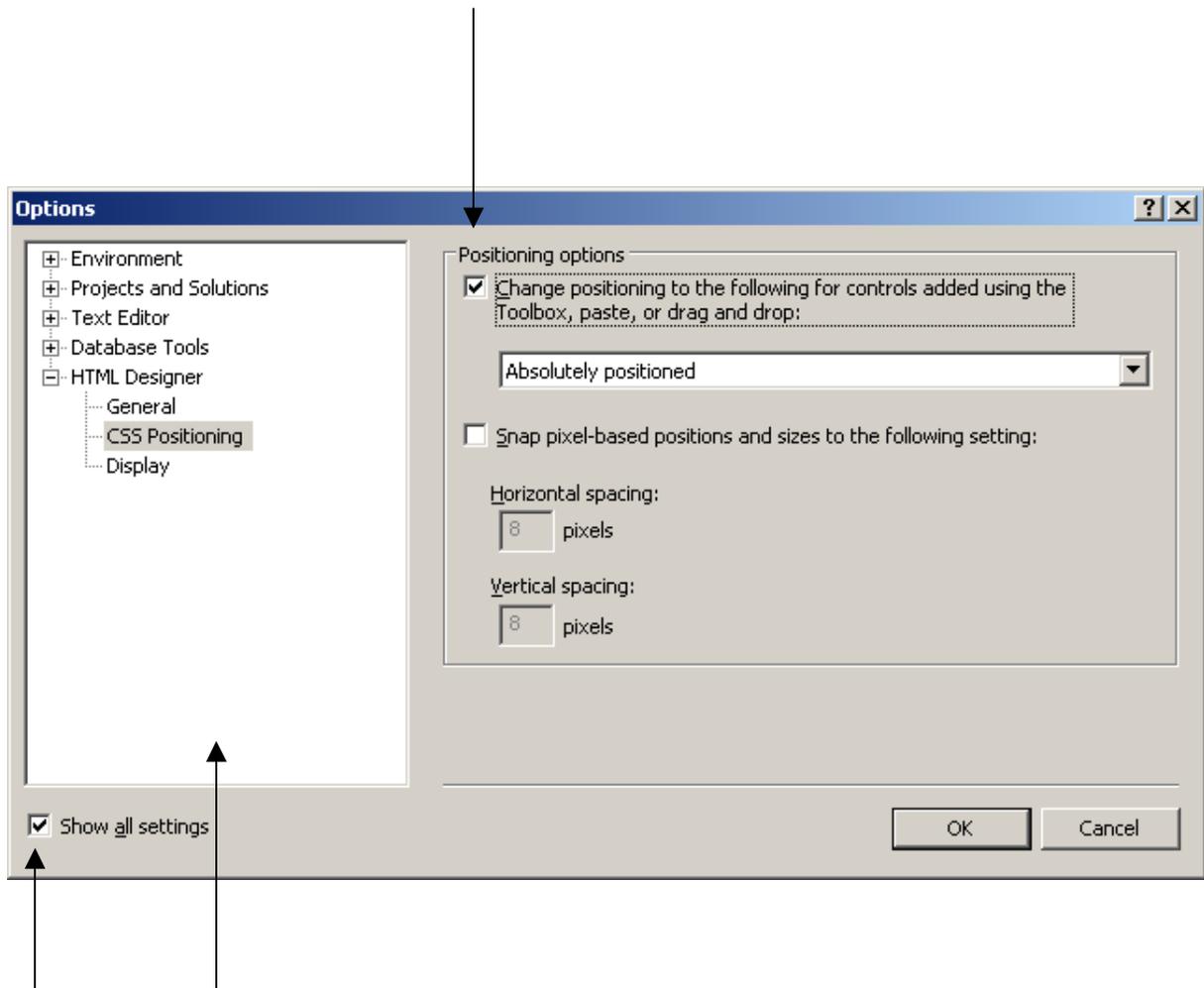
- label ids begin with lbl
- text box ids begin with txt
- button ids begin with btn

Notice also that the names chosen for ids are descriptive i.e. convey their purpose.

2.5 Form Layout

Drag and drop controls onto the form as shown in the diagram in §2.3 above. If the controls remain on one line and cannot be dragged to where you want them select:

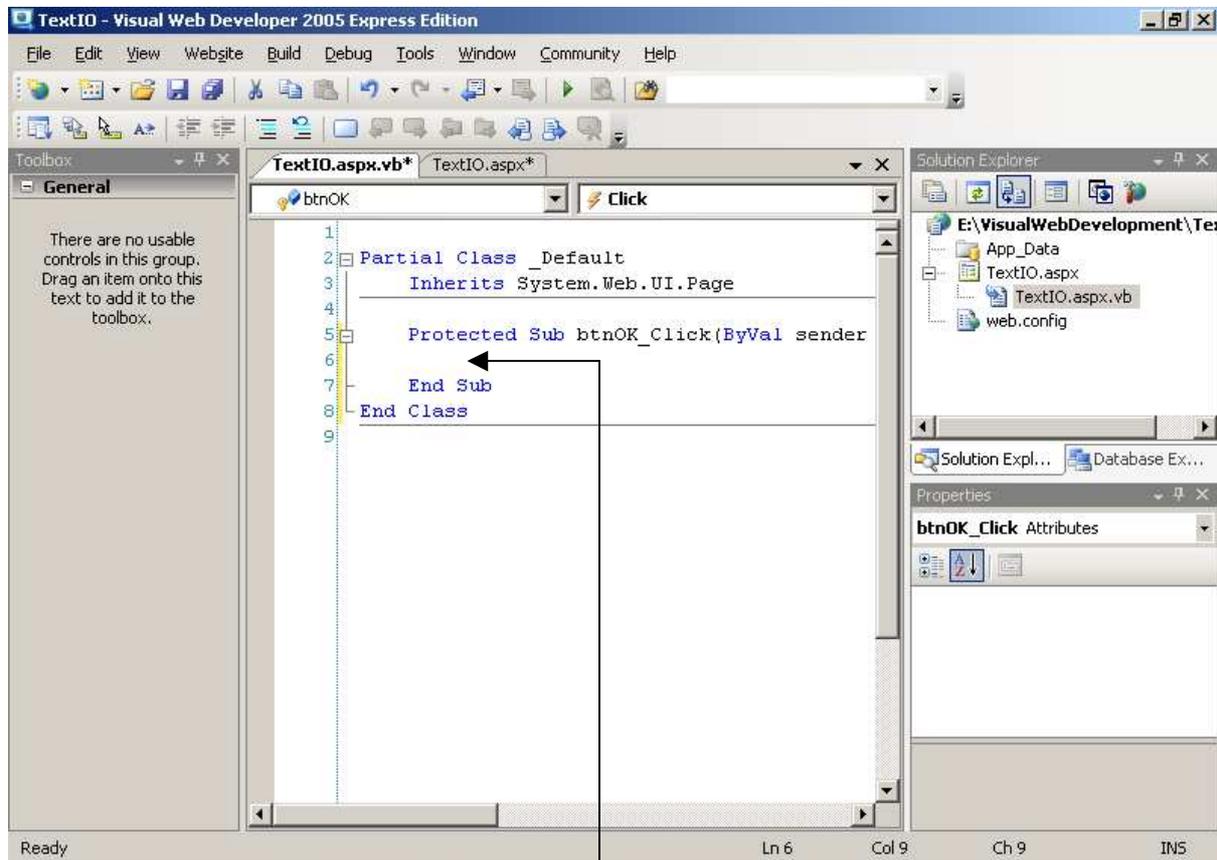
- Layout, Position, Auto-position options
- Ensure Show All Settings is selected
- Set Positioning options as shown below. OK.



Set the properties for each control as shown in the table in §2.4 above.

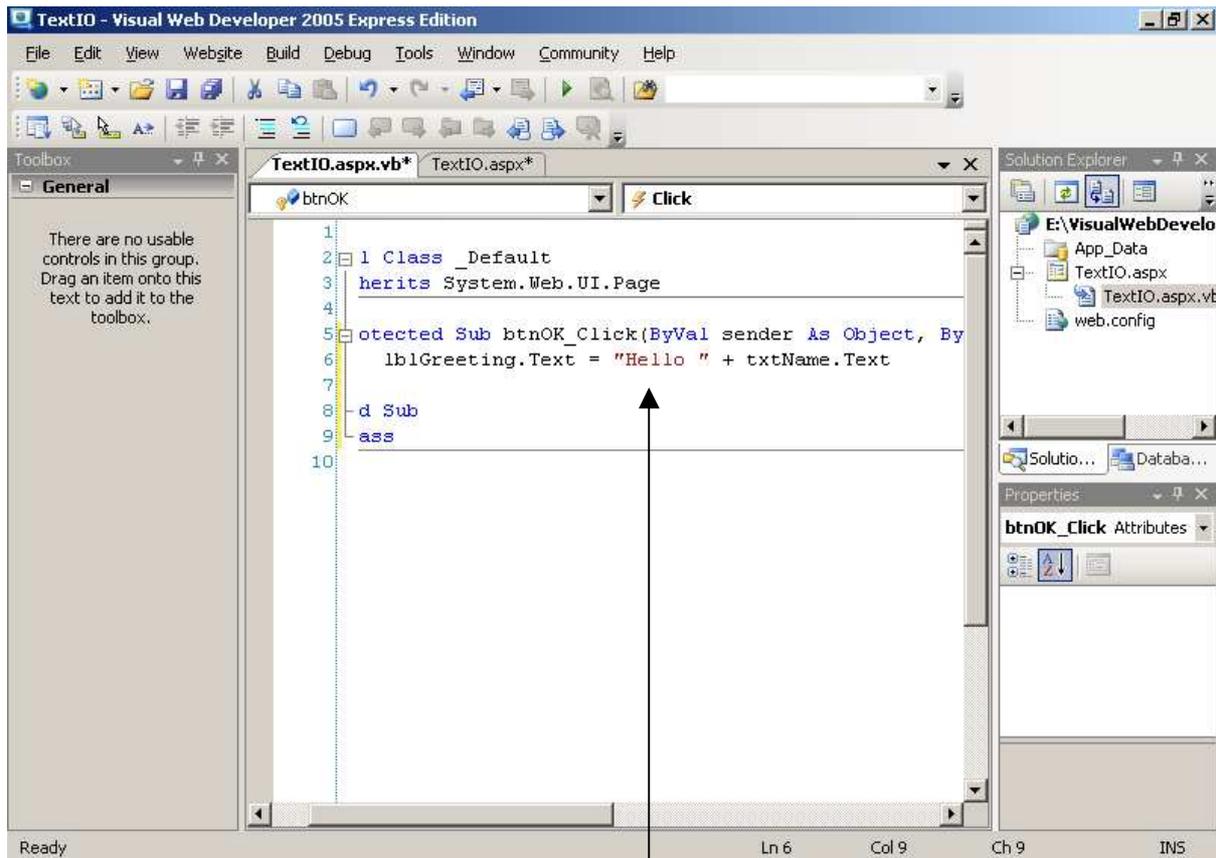
2.6 The Code Behind the Button

Rapid double click on the OK button. A code window opens (eventually!) onto the Sub btnOK_Click procedure.



We enter VB code to instruct the computer on what to do when the button is clicked:

- take the value entered by the user in the name text box
- add this value onto the end of Hello
- display the result in the greeting label



The Visual Basic line

```
lblGreeting.Text = "Hello " + txtName.Text
```

works from right to left.

The = sign is known as the assignment operator and copies the value on its right into the container on its left.

In this context, the + symbol is known as the concatenation operator; its joins the text on its right onto the end of the text on its left. Notice the space after Hello and before the quotation mark; this guarantees a space after the word Hello when the program runs.

2.7 Exercise

1. Try out the program, shown above, that prompts the user to enter their name and then displays a personal greeting.