DECISION STRUCTURES:
PROGRAMMING EXERCISES

1. Download the **Parking Meter** program from the classroom website. For this application, users will be required to enter the number of hours they parked their car on Peter's lot. The cost for parking your car is as follows:

HOURS PARKED	COST
< 1 hour	$3.00
1-2 hours	$5.00
2-3 hours	$7.00
3-5 hours	$10.00
> 5 hours	$15.00

Write the code for the **OK** button so that when users enter the number of hours they were parked, the total is outputted to the user. Your program output should look something like this:

When the user clicks the **CLEAR** button, the text box and label should be cleared and the focus set to the text box.

Finally, when the user clicks the **EXIT** button, the following message should be displayed asking the user if he/she would like to exit the program:
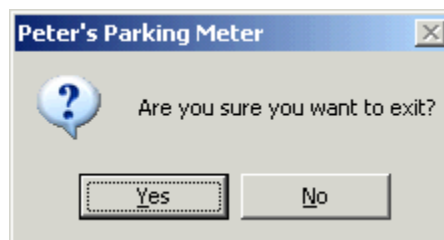
If the user selects YES, the program should terminate. If the user selects NO, the focus should be set to the text box and any data that is in the text box should be selected.


Save the program as **Parking Meter** in your UNIT 3 folder.

2. Download the **Drivers License** application from the classroom website. Write the necessary code so that when the user enters his/her age and then clicks the **CHECK** button, the program will need to check whether the user is old enough to drive.

If the user enters an age between 16 and 80 (inclusive), the following picture and message should be displayed to the user:
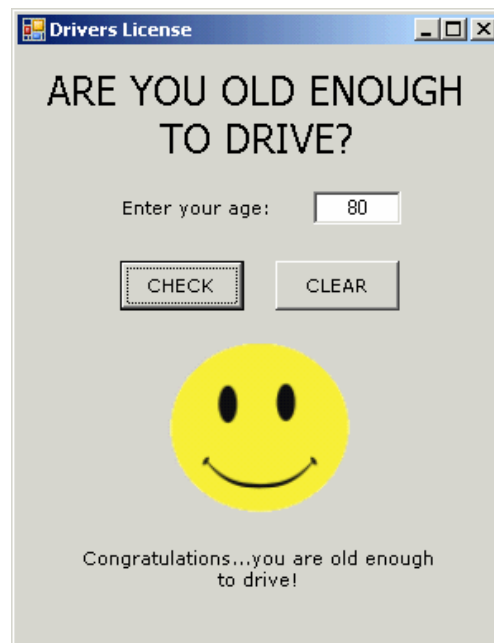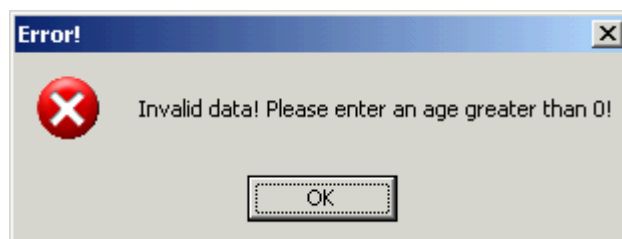

If the user enters an age between 1 and 15, the following picture and message should be displayed to the user:
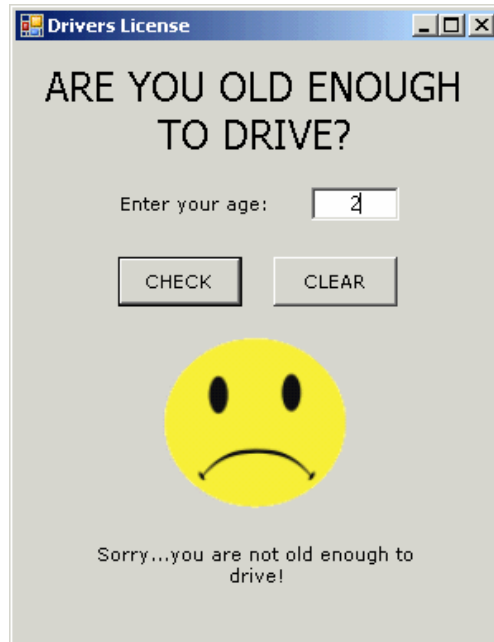
If the user enters an age greater than 80, the following picture and message should be displayed:

Finally, if the user enters an age less than 1, the following message should appear:

When the user clicks the **CLEAR** button, the picture box and the text box should be cleared and the focus should return to the text box.

HINT: To set the image of the picture box component, you will need to call the **Image.FromFile()** method and pass the directory and file name of the image that you want to display. For example, if I have an image in my **My Documents** folder called **happyFace.gif**, I would display the image with the following line of code:

```
picFace.Image = Image.FromFile("H:\My
    Documents\happyFace.gif")
```