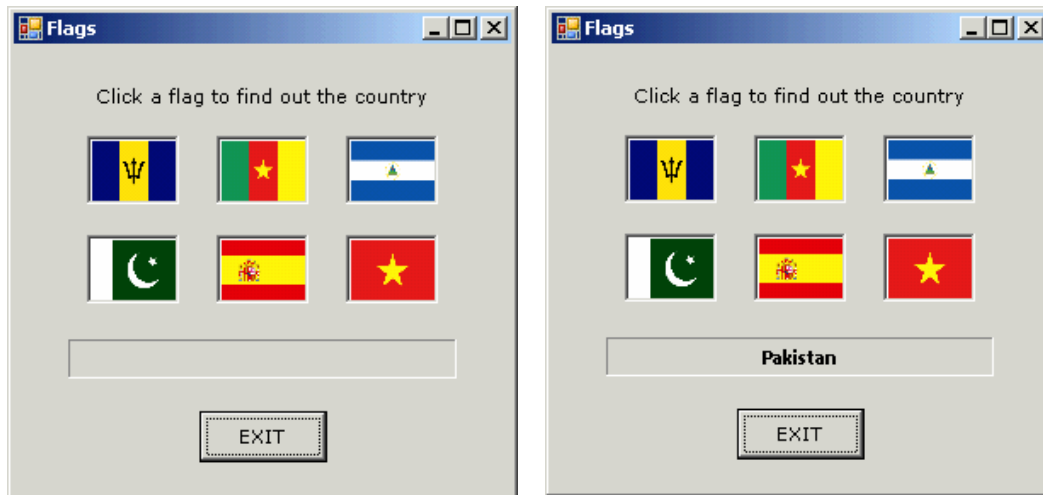


LABELS AND BUTTONS: PROGRAMMING EXERCISES

1. Create the following Flags GUI that prompts the user to click on one of the flags and outputs the name of the country in a label:



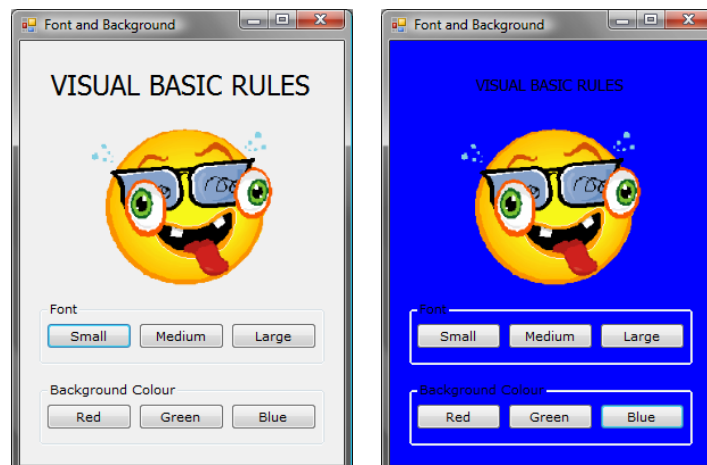
You can find flag images in the **Classroom Rosters** folder. Be sure to also write code for the EXIT button so that when the user clicks the button the program ends.

The code for exiting an application is:

```
Application.Exit()
```

Save the program as **Flags** in your UNIT 2 folder.

2. Create the following GUI that allows the user to change the font of the text in the title and the background colour of the form:



To change the size of the font when the user clicks on SMALL, for example, you will need to enter the following code:

```
lblMessage.Font = New Font ("Tahoma", 10, FontStyle.Regular)
```

Use **14pt** font for MEDIUM and **18pt** font for LARGE.

Save the program as **Font and Background** in your UNIT 2 folder.