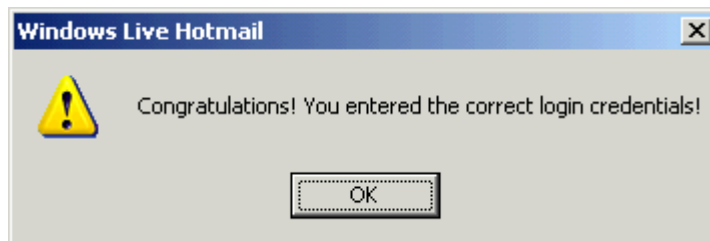


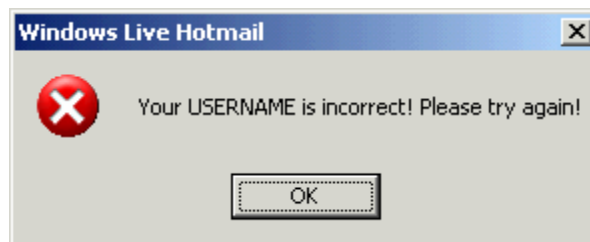
## DECISION STRUCTURES: HOTMAIL PROGRAM

1. Before writing the **Hotmail** program, write the pseudo code and create a flow chart for the program according to the details as outlined below.
2. Download the **Hotmail** application from the classroom website. The Hotmail application prompts the user for a username and a password. Your job is to write the code for the program so that it checks whether the user enters the correct username and password. If the user enters the correct username and password, the following message should appear:

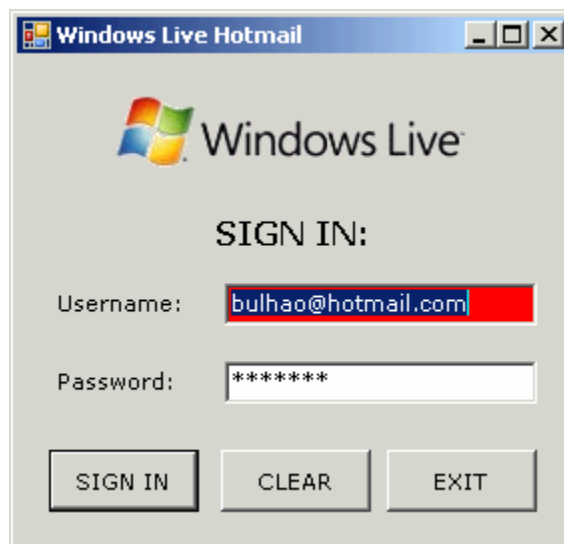


Once the user clicks the OK button the program should terminate.

If the user enters a correct password but an incorrect username, the following error message should appear:



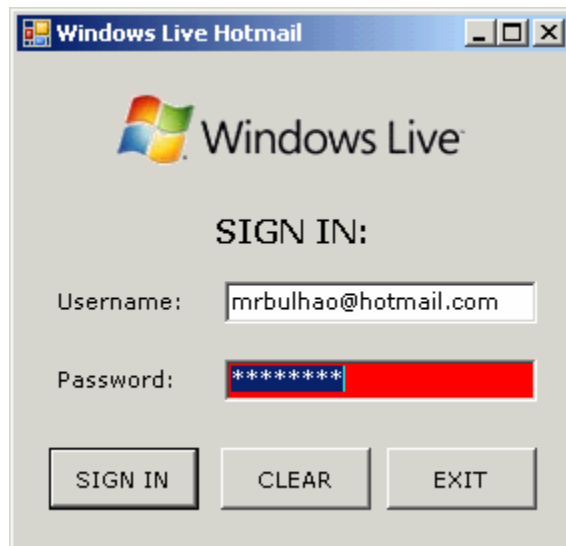
In addition to the error message appearing, the focus should be returned to the username textbox, the text within the text box should be selected and the back colour should be set to red:



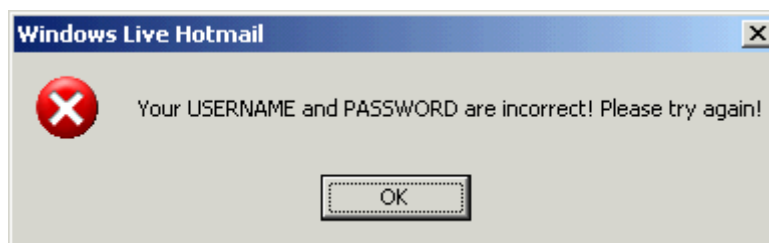
If the user enters a correct username but an incorrect password, the following error message should appear:



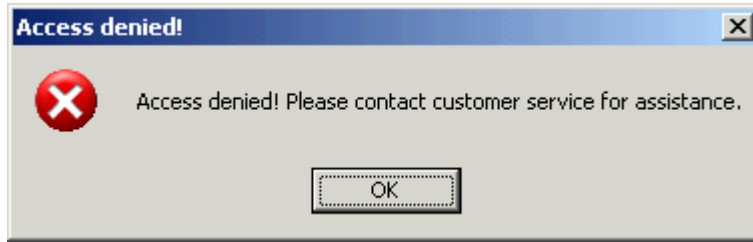
The focus should be returned to the password textbox, the text within the text box should be selected and the back colour should be set to red:



If the user enters both an incorrect username and an incorrect password, the following message should appear and both text boxes should be cleared with the focus being set to the username text box:

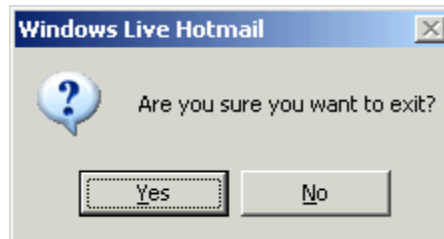


Finally, you will need to keep track of the number of attempts the user has made to log in because if the user makes three incorrect attempts, the following message will need to be displayed before the application ends.



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

When the user clicks **EXIT** button, the following message should be displayed:



If the user selects **YES**, the program should end. If the user clicks **NO**, the user should be returned to the main screen.

Save the program in your UNIT 3 folder.