

## In-Class Practice: Visibility of Objects and Enabling/Disabling of Buttons

### Practice 1

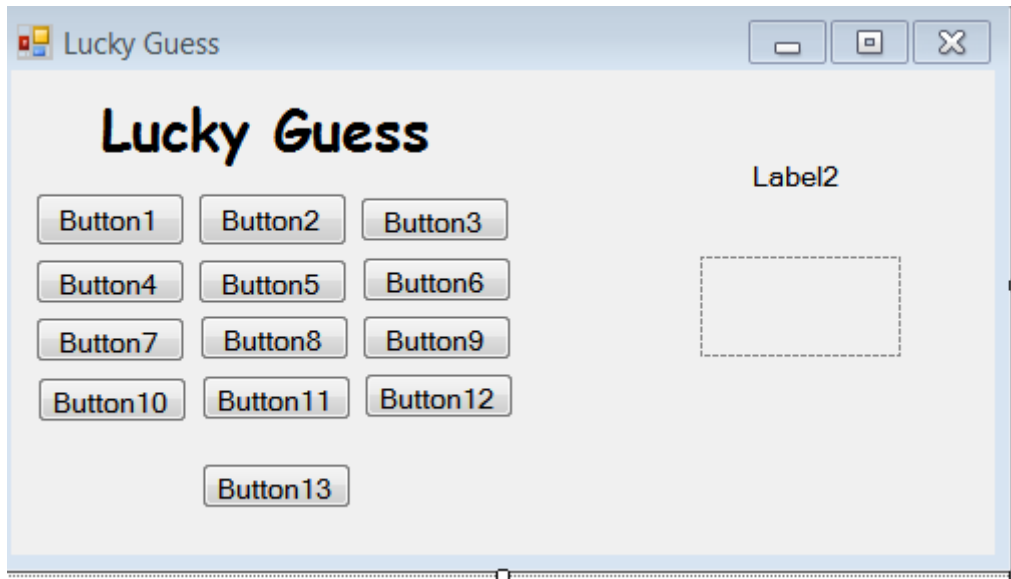
Save your program as “Four Buttons”.

Create a form that contains four buttons and a label. When a button is pushed it disappears and the other buttons are visible. Each button displays a different message in the label and changes the background a different colour.

### Practice 2

Save your program as “Lucky Guess” (you will be augmenting this program as you learn more coding techniques)

Create a form that resembles the one below (rules follow):



- As the programmer, choose one of the twelve buttons to be the winning button.
- When that button is selected a message and a picture of your choosing appears – so at the start of the game the message and picture are not visible. The form background changes to a colour of your choosing.
- When any other button is pressed it becomes disabled for the remainder of the game.
- Button13 resets the game.