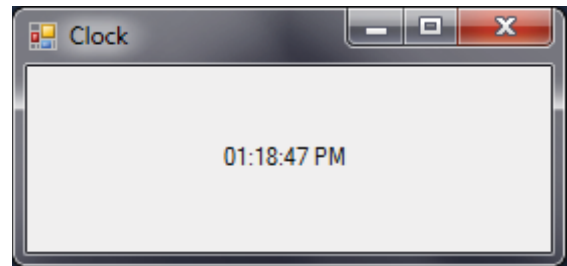


Chapter Two Activity (Clock Application)

In this activity, the student is asked to use a Timer to create an automatically updated clock. The actual code for this program is only about three lines long, and the student is given most of these lines in the Activity assignment. The point of this activity is to make sure the student understands and can use Timers in a game. Timers will be used in most of the games developed in this course.



Here is the completed code for this program:

```

Public Class ClockForm

    Private Sub ClockForm_Load(ByVal sender As Object, ByVal e As System.EventArgs)
        Handles Me.Load

        'Start the timer when the program starts
        ClockTimer.Start()
    End Sub

    Private Sub ClockTimer_Tick(ByVal sender As System.Object, _
        ByVal e As System.EventArgs) _
        Handles ClockTimer.Tick

        'Create a variable that will hold the computer's current time
        Dim currentTime As DateTime = DateTime.Now

        'Format the time value so that it will show "hours: minutes: seconds"
        'and then either "AM" or "PM"
        TimeLabel.Text = currentTime.ToTimeString("hh:mm:ss tt")
    End Sub
End Class
  
```

The completed project for this activity is located in the "Your Turn Solutions\Clock" folder underneath the Solution Files installation directory.