Chapter Six Activity (Telling Tall Tales)

In this activity, the student will create a program that allows users to write a funny story by selecting options from the controls they have learned about in the chapter. The student should begin by creating their own project called "Tall Tales".

The student will need to add several different types of controls to the form for this activity. The activity description shows a suggested final form layout as well as control types and variable names. The student may use their creativity when adding string contents and options to the controls!

There should be one button on the form called "Create Story". The student should create the button event handler function by double-clicking on this button. All of the code for this activity will be written within the button's event handler function.

The key concept is to build up the story in the **FinalStoryText** control by adding new parts to the **FinalStoryText**.**Text** property based on the **Text** properties of the other controls.

```
private void StoryButton_Click(object sender, EventArgs e)
{
    // Clear the text in the FinalStoryText text box.
    FinalStoryText.Text = "";

    // Write the first line of text to our Final Story.
    string myStoryText = "Once upon a time, there was a ";

    // Append the current value in the SpeciesComboBox to the end of the text
    myStoryText += SpeciesComboBox.Text;

    // Write the next line in our story, appending the name given by the user in
    // the NameTextBox and then adding a period.
    myStoryText += " named " + NameTextBox.Text + ". ";

    // Write the next line in our story, appending the activity chosen by the user
    // in the Activity list.
    myStoryText += "This creature was always " + ActivityList.Text;
```

```csharp
    // Check to see if the user has selected the first checkbox.
    if (checkBox1.Checked == true)
    {
        // If the first checkbox is checked, add 'and ' and the text that was
        // selected.
        myStoryText += " and " + checkBox1.Text;
    }


    // Check to see if the user has selected the second checkbox.
    if (checkBox2.Checked == true)
    {
        // If the second checkbox is checked, add 'and ' and the text that was
        // selected.
        myStoryText += " and " + checkBox2.Text;
    }


    // Check to see if the user has selected the third checkbox.
    if (checkBox3.Checked == true)
    {
        // If the third checkbox is checked, add 'and ' and the text that was
        // selected.
        myStoryText += " and " + checkBox3.Text;
    }


    // Write the next line in our story.
    myStoryText += ". One day this creature saw a ";


    // Check to see which RadioButton was selected by the user.
    if (radioButton1.Checked == true)
    {
        // If the first RadioButton is selected, add its text to the story.
        myStoryText += radioButton1.Text;
    }
    else if (radioButton2.Checked == true)
    {
        // If the second RadioButton is selected, add its text to the story.
        myStoryText += radioButton2.Text;
    }
```

```
    else if (radioButton3.Checked == true)
    {
        // If the third RadioButton is selected, add its text to the story.
        myStoryText += radioButton3.Text;
    }


    // Write the final line of our story, appending the user's choice of either
    // 'good' or 'bad' from the GoodBadList listbox.
    myStoryText += "This was a " + GoodBadList.Text + " day.";


    // update our output text box with the final story string
    FinalStoryText.Text = myStoryText;
}
```

The completed project for this activity is located in the "Activity Solutions\Tall Tales" folder underneath the Solution Files installation directory.