WORKSHEET 19

School: Ba Sangam College   **Year / Level: 12**
Subject: Computer Studies   **Name of Student**: _____

Strand	3 – Programming
Sub strand	3.1 Steps involved in programming
Content Learning Outcome	Describe six steps involved in programming

Study a program for Land Transport Authority - Fiji that asks the traffic officer to enter the speed of the car in a textbox and then displays the following fine messages in a label.

Car Speed	Fine Message
<= 50	There is no Fine. You are a good driver.
51-64 (inclusive)	Please slow down. Your fine is $15.00
65 – 79 (inclusive)	Your fine is $80.
>80	Your fine is $200 and your license is suspended for 1 year

(i)   **Sketch the user interface (Provide appropriate names for the controls)?**

(ii)   **State the properties of the objects (tabular format)?**

Object	Properties	Value
Form1	Name	frmLTA
Label1	Name	lblSpeed
	Text	Enter the speed of the car:
	AutoSize	False
Textbox1	Name	txtSpeed
Label2	Name	lblResult
	Text	Empty
	AutoSize	False
Button1	Name	btnCalculate
	Text	Calculate
Button2	Name	btnClear
	Text	Clear
Button3	Name	btnExit
	Text	Exit

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(iii)   Write an IF-ELSE program for Land Transport Authority?

[Decision Structures (IF Then ELSE Statements)]

If speed > 80 Then
     Textbox1.text = "Your fine is $200 and your license is suspended for 1 year"
ElseIf speed > 65 Then
      Textbox1.text = "Your fine is $80"
ElseIf speed > 51 Then
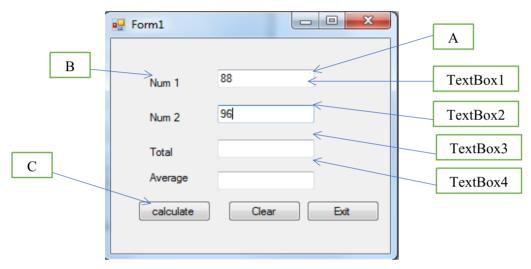   *Textbox1.text = "Please slow down. Your fine is $15.00"*
Else
      Textbox1.text = "There is no fine. You are a good driver"
End If

Activity
Study the diagram given below

(i)   Label the type of controls used in Visual Basic form above. (3 marks)

A.   B.   C.

(ii)   Write the coding of Calculate, Clear, Exit (5 marks)

(iii)   Calculate total and average of above program (2 marks)