

```
1 using System;
2 using System.Collections.Generic;
3 using System.Collections;
4 using System.ComponentModel;
5 using System.Data;
6 using System.Drawing;
7 using System.Linq;
8 using System.Text;
9 using System.Threading.Tasks;
10 using System.Windows.Forms;
11
12 namespace HorseRaceAppSetup
13 {
14     public partial class Form1 : Form
15     {
16         //Student Point
17
18         List<Horse> horses = new List<Horse>();
19         //-----names will be given as comments but have to get made into      ↗
20         string array
21         //Non scoreable
22         string [] names =
23             {"Bella", "Sugar", "Alex", "Alexia", "Lady", "Tucker", "Fancy", "Cash",
24             ↗
25             "Dakota", "Daisy", "Spirit", "Cisco", "Annie", "Buddy", "Chance", "Dall
26             ↗
27             as", "Star", "Scout", "Lucky", "LadyBug", "Stinky", "Cricket", "Magic",
28             ↗
29             "Red", "Bruno", "Sunshine", "Storm", "Rose", "Storm", "Cloud" };
30
31
32
33         //Student Point
34         private void setHorse()
35         {
36             var rand = new Random();
37             for (int i = 0; i < 10; i++)
38             {
39                 Horse h = new Horse(names[rand.Next(names.Length)],
40                 ↗
41                 rand.Next(100));
42
43                 horses.Add(h);
44             }
45         }
46         //Given
47         public Form1()
48         {
49             InitializeComponent();
50         }
51         //Student Point Partial
52         private void Form1_Load(object sender, EventArgs e)
53         {
54         }
```

```
43         //Student Point in Program Execution Only
44         btnMax.Enabled = false;
45         btnMin.Enabled = false;
46         btnAddHorse.Enabled = false;
47         txtName.Enabled = false;
48         txtNumber.Enabled = false;
49     }
50
51     //Student Point
52
53     private void btnCreate_Click(object sender, EventArgs e)
54     {
55         int i = 1;
56         setHorse();
57         foreach (Horse h in horses)
58         {
59             listHorses1.Items.Add(i+" " + h.getHorseInfo());
60             i++;
61         }
62
63
64         btnMax.Enabled = true;
65         btnMin.Enabled = true;
66         btnAddHorse.Enabled = true;
67         btnCreate.Enabled = false;
68         txtName.Enabled = true;
69         txtNumber.Enabled = true;
70     }
71
72     //Student Point
73     private void btnMax_Click(object sender, EventArgs e)
74     {
75
76         int ind = 0, num =0;
77
78         for (int i = 1; i < horses.Count; i++)
79         {
80             if (horses.ElementAt(i).getNumber() > horses.ElementAt
81                 (ind).getNumber())
82             {
83                 ind = i;
84                 num = horses.ElementAt(ind).getNumber();
85             }
86
87         }
88         lblMax.Text = horses.ElementAt(ind).getNumber().ToString();
89     }
90
```

```
91     //Student Point
92     private void btnMin_Click(object sender, EventArgs e)
93     {
94         int ind = 0, num = 0;
95
96         for (int i = 1; i < horses.Count; i++)
97         {
98             if (horses.ElementAt(i).getNumber() < horses.ElementAt(ind).getNumber())
99             {
100                 ind = i;
101                 num = horses.ElementAt(ind).getNumber();
102             }
103         }
104         lblMin.Text = horses.ElementAt(ind).getNumber().ToString();
105     }
106 }
107
108 //Student Point x3
109 private void btnAddHorse_Click(object sender, EventArgs e)
110 {
111     //This will findout if the text entered is an integer (returns true or false
112     //The out will assign temp the value if true
113     int temp = 0;
114     bool result = int.TryParse(txtNumber.Text, out temp);
115
116     //Checks text entry if it is empty for both text fields
117     if (String.IsNullOrEmpty(txtName.Text) || String.IsNullOrEmpty(txtNumber.Text) )
118     {
119         MessageBox.Show("Please enter in a name and number");
120         txtName.Clear();
121         txtNumber.Clear();
122         txtName.Focus();
123     }
124     else if (!result || temp < 0)
125     {
126         MessageBox.Show("Please enter a whole number for the horse #");
127         txtNumber.Clear();
128         txtNumber.Focus();
129     }
130     else
131     {
132         //This list box needs to be cleared to show the newly added horse
133     }
```

```
135         listHorses1.Items.Clear();
136         Horse userHorse = new Horse(txtName.Text, int.Parse
                                     (txtNumber.Text));
137
138         horses.Add(userHorse);
139         int i = 1;
140         foreach (Horse h in horses)
141         {
142             listHorses1.Items.Add(i + ") " + h.getHorseInfo());
143             i++;
144         }
145
146         txtName.Clear();
147         txtNumber.Clear();
148     }
149
150 }
151 }
152 }
153
```