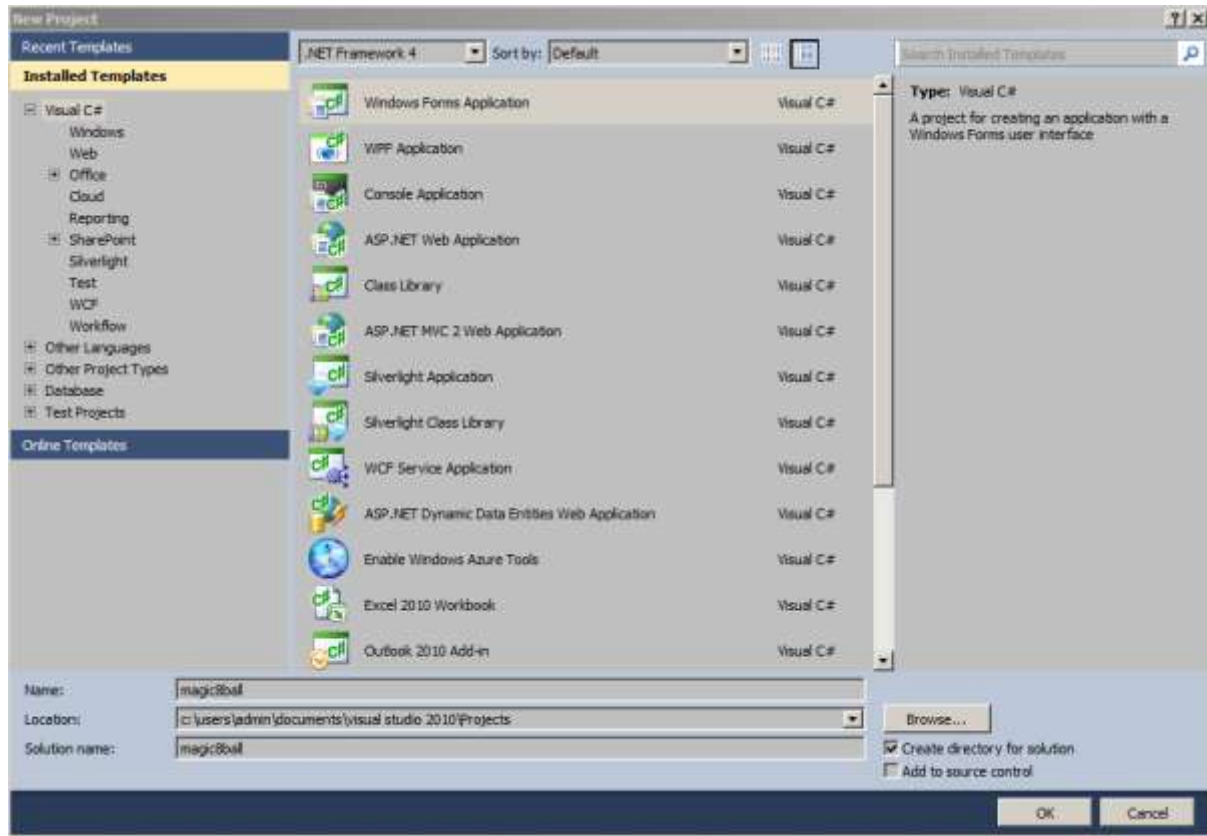


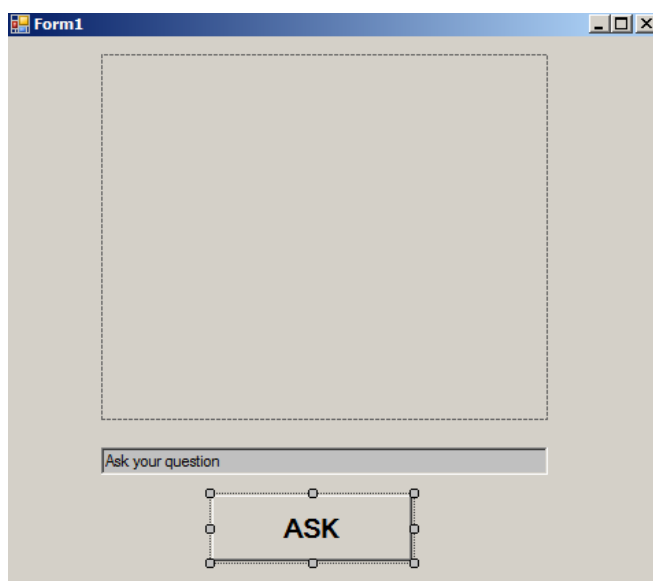
## Magic 8 Ball with C#

In this tutorial we will recreate the world's most annoying toy. It's a good learning tool because we get to use images buttons and events in C#.

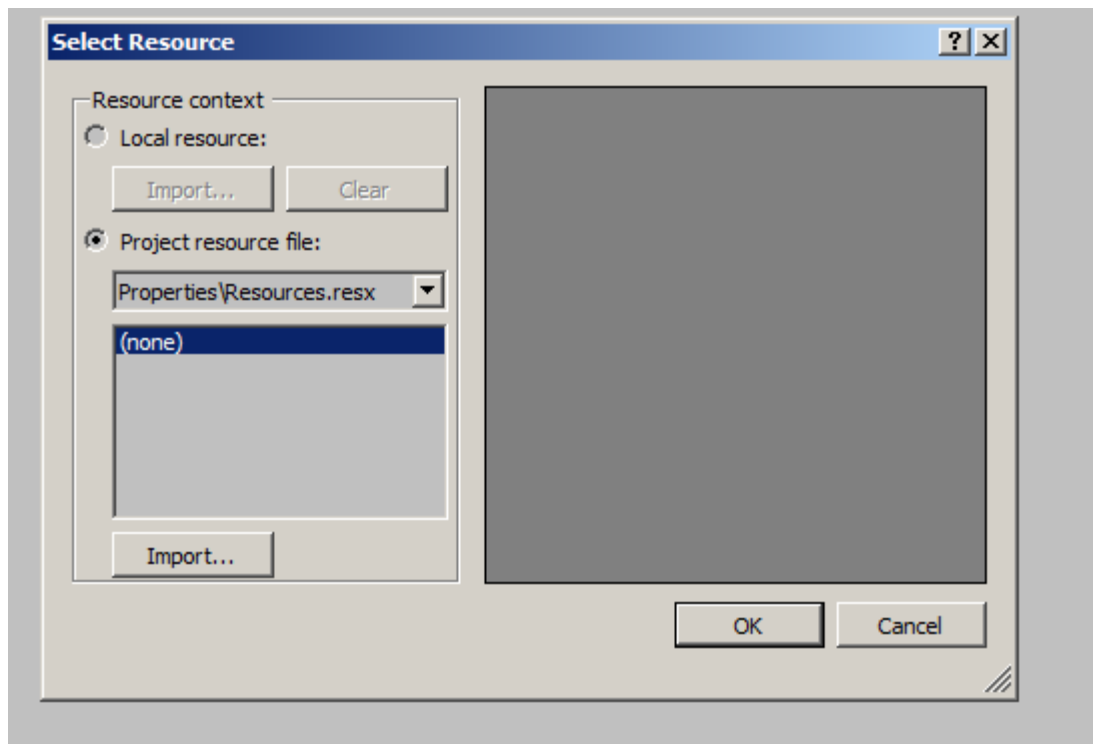
First start by creating a windows form application.



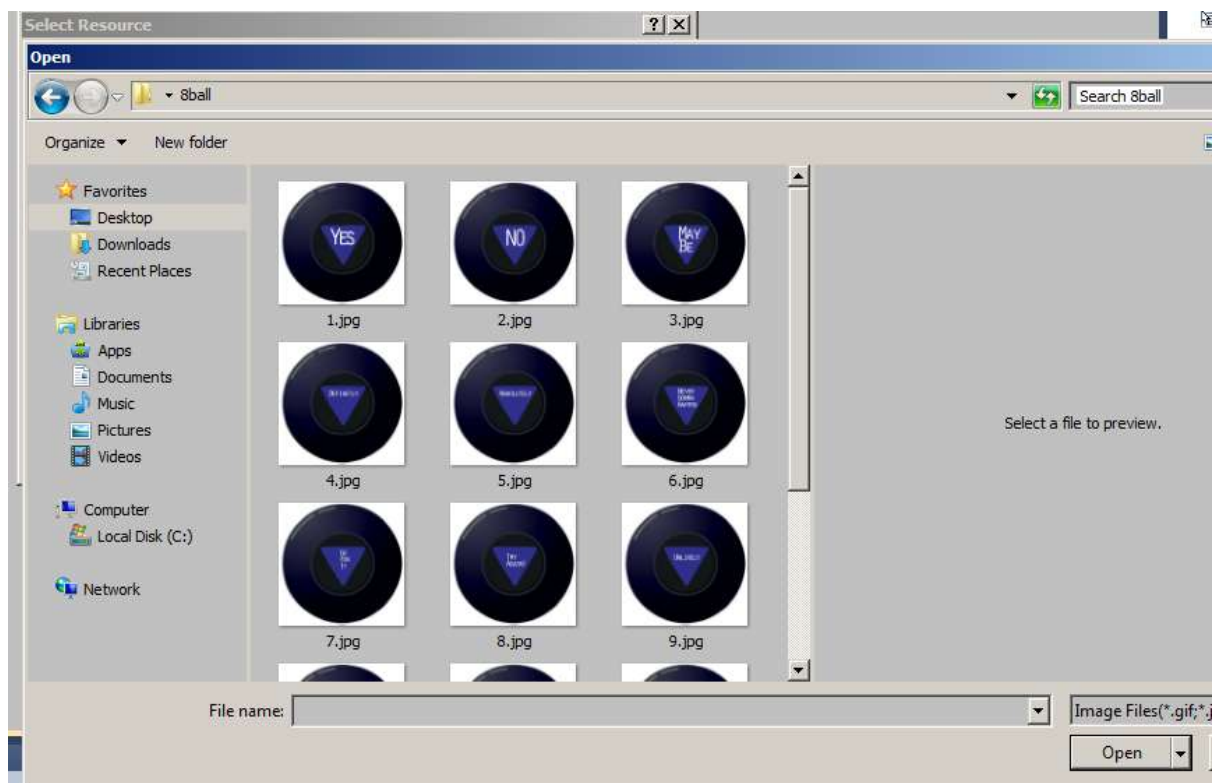
Here are few components we will need 1 picture box, 1 text box and 1 button.



Click on the picture box and you will see the small triangle and then click on choose image. Once you click on that it will open this select resource dialog box.

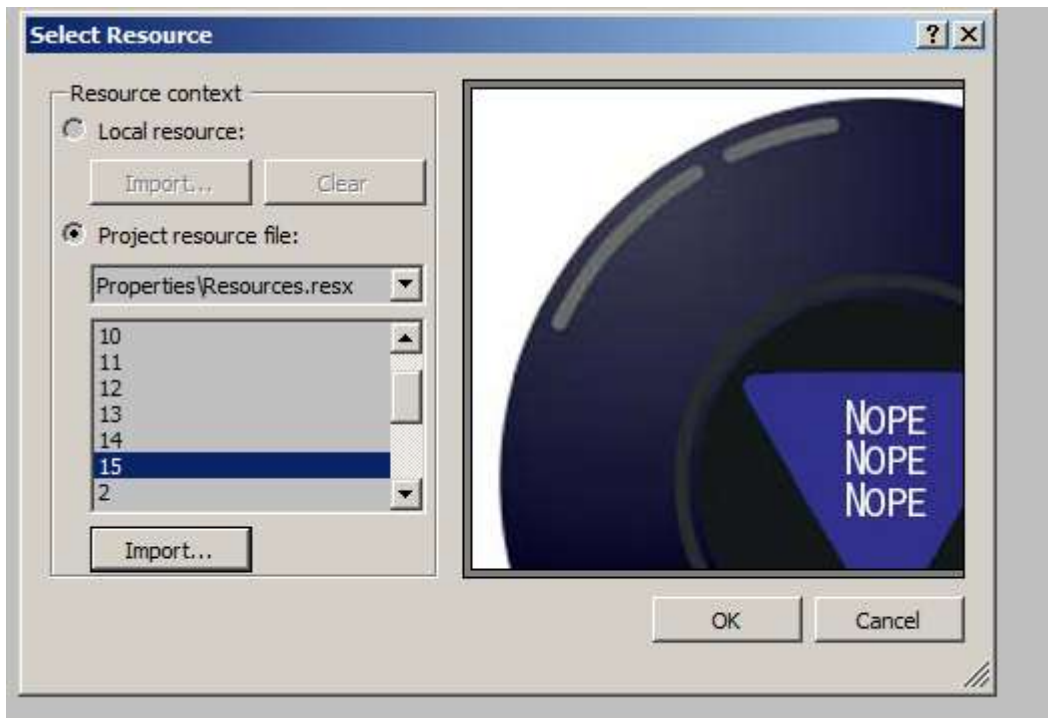


Click on import button

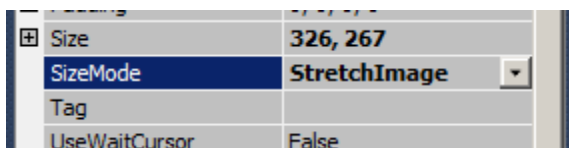


I've create 15 magic 8 ball images. You can download the zip from **mooict.com**. Select all of them from the folder and click open.

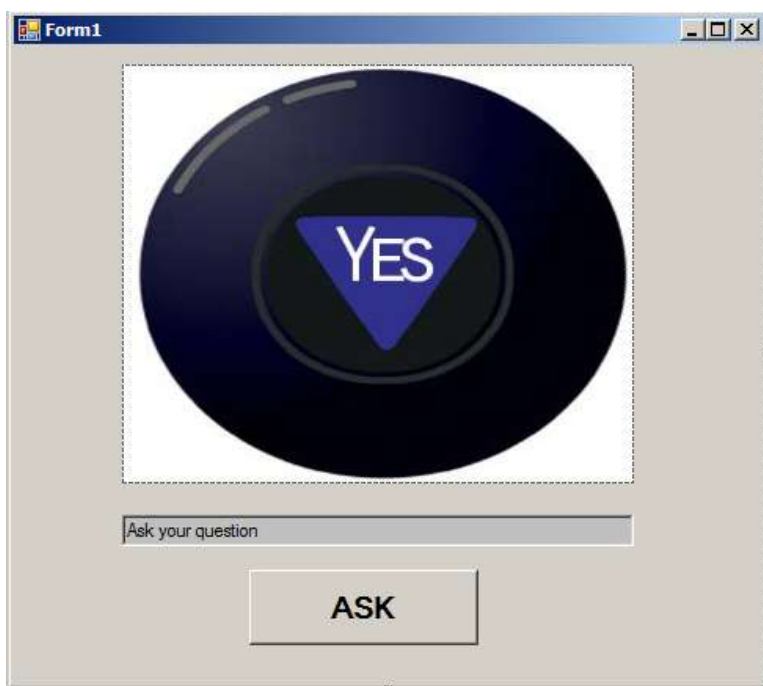
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Here you can see the images been imported into the resources dialog box. Click ok.



We need to make sure that the picture is accurately viewed inside the picture box. Click on the picture box and look at the properties. Change the size mode to stretch image.



This the final view of the form.

Now double click on the button.

```
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Windows.Forms;

namespace magic8ball
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            |
        }
    }
}
```

This is the code view on the form. You can see that visual studio has added a button1\_click function for us and it linked the button to this event.

All the code for this mini game is going inside this function. We want our user to enter a question and once clicked the ball should give an answer.

We will use C# to generate random number for us and we will use that random number to display a specific image using the swtich statement.

Random rnd = new Random(); This line will call the random class and we are naming it rnd.

int num = rnd.Next(1, 15); in this line we are creating an integer called num and we are going to give it value between 1 and 15 to be stored.

The images we imported earlier are stored inside the resources folder. To access that folder we will link our picture as below

```
pictureBox1.Image = Properties.Resources._1;
```

we care calling the image part of the picture box and we are then accessing the resources folder throught he properties function.

Each image is listed as \_1, \_2, \_3, \_4, \_5 and so on. Since we are generating a random number between 1 and 15 it will call one of the pictures from the resources folder.

Look at the switch condition below:

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```
switch(num)
{
    case 1:
        pictureBox1.Image = Properties.Resources._1;
        break;
    case 2:
        pictureBox1.Image = Properties.Resources._2;
        break;
    case 3:
        pictureBox1.Image = Properties.Resources._3;
        break;
    case 4:
        pictureBox1.Image = Properties.Resources._4;
        break;
    case 5:
        pictureBox1.Image = Properties.Resources._5;
        break;
    case 6:
        pictureBox1.Image = Properties.Resources._6;
        break;
    case 7:
        pictureBox1.Image = Properties.Resources._7;
        break;
    case 8:
        pictureBox1.Image = Properties.Resources._8;
        break;
    case 9:
        pictureBox1.Image = Properties.Resources._9;
        break;
    case 10:
        pictureBox1.Image = Properties.Resources._10;
        break;
    case 11:
        pictureBox1.Image = Properties.Resources._11;
        break;
    case 12:
        pictureBox1.Image = Properties.Resources._12;
        break;
    case 13:
        pictureBox1.Image = Properties.Resources._13;
        break;
    case 14:
        pictureBox1.Image = Properties.Resources._14;
        break;
    case 15:
        pictureBox1.Image = Properties.Resources._15;
        break;
}
```

look at the beginning of the code where we checking the num variable. it starts with switch(num) we are calling the switch condition and inserting the num variable in there. each time the button is click it will trigger the random function which will return a number between 1 and 15 and then it will feed that number into the num variable and that will be checked by the switch statement.

Now inside the switch statement we have created case 1, case 2, case 3 conditions. This checks which number is inside the num variable and shows the image according to the number.

Neat right. Pretty easy to understand.



Damn it 8 ball



Okay close enough. We good.

Now go make your own.