Visual Studio Community 2015

## Hello Kitty

1. Create a Windows Form
2. Place the resources into the project
3. Add a button
4. From the button, remove the text and add an image
5. Add the VB code to play sound
6. Create a Windows Form
	1. In Visual Studio select “File/New/Project/Windows Forms Application” but DO NOT PRESS ENTER
	2. In the bottom section name the project ‘HelloKitty’ (no spaces). Note the location of the project
	3. Click OK
7. Place the resources into the project
	1. Download the resource files meow.wav and kitty.png
	2. Select “Project/HelloKitty Properties”
	3. From the side menu select “Resources”
	4. From the top of the Resources window click on drop-down menu icon next to ‘Strings’ and select ‘*Audio*’
	5. From the top of the Resources window click on drop-down menu icon next to ‘Add Resource’ and select ‘Add Existing File’
	6. Locate the meow.wav file downloaded earlier
	7. Repeat step d, e and f but instead of *Audio* and meow.wav, add the *Image kitty.png*
	8. Alternatively, the files can be dragged and dropped onto the resources screen
8. Add a button
	1. Select the ‘Form1.vb[Design] ‘ tab, from the Visual Studio work area
	2. If the ‘Toolbox’ side menu is not visible, open it and pin it to the work area. From the Toolbox menu, drag a Button onto the form
9. From the button, remove the text and add an image
	1. With the Button selected in the design window, find the word ‘Button’ in the Properties menu (Properties/Text) and delete it.
	2. Find the image property, click inside the box and a drop down menu icon should appear. Click on this and select the Kitty image
	3. Resize the button and form appropriately
10. Add the VB code to play sound
	1. With the button selected, double click on the button to bring up the code window
	2. Type the code that you wish to execute when the user click on the button.

Public Class Form1

 Private Sub Button1\_Click(sender As Object, e As EventArgs) Handles Button1.Click

 My.Computer.Audio.Play(My.Resources.meow, AudioPlayMode.Background)

 End Sub

End Class

1. On the top menu, click on Start