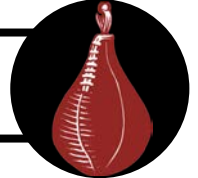




The Boxing Buzzer



REQUIREMENTS

- ✓ Create an application that can be used in a boxing gym to indicate to boxers (during their training) when rounds begin and end.
- ✓ The application should allow the user to choose the number of rounds, the length of the round (either 2 or 3 minutes) and the rest period in between rounds (either 30 seconds or 1 minute). There should also be a stopwatch to indicate how much time has passed.
- ✓ To complete this activity you will need to use three loops; a For Loop for the rounds, and two While Loops (inside the For Loop) for both the round time and rest time.
- ✓ Desirable Requirements:
- ✓ Use sounds to indicate when rounds start and finish (sounds will be provided for you by your tutor)
- ✓ Summarise the settings before the beginning of the rounds
- ✓ Pause the application (using ReadLine) before the beginning of the rounds

```
WELCOME TO THE BOXING BUZZER
-----
How many rounds do you require?
2
What is the round time? (enter number ID)
(1) 2 minutes
(2) 3 minutes
1
What is the rest time? (enter number ID)
(1) 30 Seconds
(2) 60 Seconds
1
-----
ROUND SETTINGS
ROUNDS: 2
ROUND TIME: 120
REST TIME: 30
-----
----- PRESS ENTER TO BEGIN THE ROUNDS -----
```

```
ROUND TIME: 120
REST TIME: 30
-----
----- PRESS ENTER TO BEGIN THE ROUNDS -----
-----> START OF ROUND 1 <-----
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
```

CODE HINTS:

Use this code to play sounds (pay attention to the directory of the file):

```
My.Computer.Audio.Play("C:\boxing\bell.wav")
```

Use this code to create a stop watch and write it to the screen:

```
Imports system.diagnostics 'add this to the very top of the app
```

```
Dim watch As Stopwatch = Stopwatch.StartNew()
```

```
Dim X As Integer = 1
```

```
watch.Restart()
```

```
Do While watch.Elapsed.TotalSeconds < 15
```

```
    If watch.Elapsed.TotalSeconds = X Then
```

```
        WriteLine(Math.Round(watch.Elapsed.TotalSeconds, 2))
```

```
        X = X + 1
```

```
    End If
```

```
Loop
```

```
watch.Stop()
```

Use this code to pause the application until the user presses the Enter key to continue:

```
ReadLine()
```