**Lab 11 – Exercise 6 on page 386**

Write 4 methods, the three provided in book and one for the calculate event handler; add error messages

Pseudocode:

Calculate button click event handler

parse the five text boxes // if tryParse X 5 then X 5 elses

decimal hospCharges = CalcStayCharges(days)

decimal miscCharges = CalcMiscCharges(medCharges, surCharges, labCharges, rehabCharges)

decimal total = CalcTotalCharges(hospCharges, miscCharges)

end button click event handler

private decimal CalcStayCharges(int days)

return days \* 350

end method

CalcMiscCharges(decimal medication, decimal surgical, decimal lab, decimal rehab)

return medication + surgical + lab + rehab

end method

CalcTotalCharges(decimal hospital, decimal misc)

return hospital + misc

end method

Calculate button:

Label6.Text = “Total cost of hospital stay: “ + CalcTotalCharges().ToString

CalcStayCharges method:

Return (350 \* int.Parse(textBox1.Text));

CalcMiscCharges method:

Return double.Parse(textBox2.Text) + double.Parse(textBox3.Text) +

Double.Parse(textBox4.Text) + double.Parse(textBox5.Text);

**Exercise 10 Page 387 Rock, Paper, Scissors (refer to lab 7):**

Add three methods to existing program

Write one method and call three times for rock, paper, and scissors buttons

Write one method for if, else, if structures using parameter passing

Write one method for playAgain and initializing user and comp wins variable

private void setWins()

{

int userWins = 0;

int compWins = 0;

}

SetWins();

Method for user and comp Wins labels

**Lab 12:**

private bool IsTie()

{

}

^^ After “IsFull” method ^^

Refer to Rock, Paper, Scissors for accumulation of wins

What’s left:

Initialize accumulators

Add code to increment userWins and ties to double click event handler

Highlight diagonal methods

Column winner methods

if (userChoice == computerChoice)

{

MessageBox.Show("It's a tie");

return;

}

else if (userChoice == ROCK && computerChoice == PAPER)

{

MessageBox.Show("Computer wins");

computerWins++;

computerWinsLabel.Text = computerWins.ToString();

return;

}

else if (userChoice == ROCK && computerChoice == SCISSORS)

{

MessageBox.Show("User wins");

userWins++;

userWinsLabel.Text = userWins.ToString();

return;

}

else if (userChoice == PAPER && computerChoice == ROCK)

{

MessageBox.Show("User wins");

userWins++;

userWinsLabel.Text = userWins.ToString();

return;

}

else if (userChoice == PAPER && computerChoice == SCISSORS)

{

MessageBox.Show("Computer wins");

computerWins++;

computerWinsLabel.Text = computerWins.ToString();

return;

}

else if (userChoice == SCISSORS && computerChoice == ROCK)

{

MessageBox.Show("Computer wins");

computerWins++;

computerWinsLabel.Text = computerWins.ToString();

return;

}

else if (userChoice == SCISSORS && computerChoice == PAPER)

{

MessageBox.Show("User wins");

userWins++;

userWinsLabel.Text = userWins.ToString();

return;

}

else if (computerChoice == ROCK && userChoice == PAPER)

{

MessageBox.Show("User wins");

userWins++;

userWinsLabel.Text = userWins.ToString();

return;

}

else if (computerChoice == ROCK && userChoice == SCISSORS)

{

MessageBox.Show("Computer wins");

computerWins++;

computerWinsLabel.Text = computerWins.ToString();

return;

}

else if (computerChoice == PAPER && userChoice == ROCK)

{

MessageBox.Show("Computer wins");

computerWins++;

computerWinsLabel.Text = computerWins.ToString();

return;

}

else if (computerChoice == PAPER && userChoice == SCISSORS)

{

MessageBox.Show("User wins");

userWins++;

userWinsLabel.Text = userWins.ToString();

return;

}

else if (computerChoice == SCISSORS && userChoice == ROCK)

{

MessageBox.Show("User wins");

userWins++;

userWinsLabel.Text = userWins.ToString();

return;

}

else if (computerChoice == SCISSORS && userChoice == PAPER)

{

MessageBox.Show("Computer wins");

computerWins++;

computerWinsLabel.Text = computerWins.ToString();

return;

}