**Week 3, Strings. -**

Things to do this week:

* **Reading Quiz 3**
  + Read Chapter 8.1 and 8.2 in the 133 text.  Read Chapter 9 in the 233 text.
  + Complete Reading Quiz 3
* **Lab 2**
  + Download the starting files - strings.
  + Complete tutorials 8-1, 8-2, 8-4 from the 133 text.
  + Complete the String Stuff application.
  + Participate in the forum - Lab 2 Questions as necessary.
  + Complete a peer evaluation for your work in lab 2.  Make any corrections necessary based on your peer evaluation.
  + Submit lab 2
* **Lab 3**
  + Download the starting files - memory.
  + Complete the Memory application.
  + Participate in the forum - Lab 3 Questions as necessary.
  + Complete a peer evaluation for your work in lab 3.  Make any corrections necessary based on your peer evaluation.
  + Submit lab 3.

**Lab 2 Instructions –**

* The objective of this lab is to familiarize you with strings in C#.  This information is in chapter 9 of the text.
* Complete the programming problems described below.  For each of the problems, a Visual Studio project containing at least one form has been provided in the starting files for the lab:
* Tutorials 8-1, 8-2, 8-4 from the 133 text.
* String Stuff application.
* A maximum of 20 points will be awarded for the lab:
* The problems completed as a group in class will earn a maximum of 12 points.
* All problems will earn a maximum of 20 points.
* In class section students should:
* Open the solution from the starting files in Visual Studio and examine the user interface.
* Create an Action Control Event (ACE) chart for the application.
* Write an algorithm in pseudocode that describes the logic involved in any method or event handler that is logically complex
* Complete the implementation, test and debug the application in Visual Studio.
* Download the peer evaluation form for lab 2.  Complete the peer evaluation with a classmate using the form as a guide.  Include with the peer evaluation document:
* screen shots illustrating the functionality of the applicatioin in problem
* the source code for the event handlers and variable declarations that you wrote in each problem
* Upload the peer evaluation document you created in moodle.

**Lab 3 Instructions –**

* The objective of this lab is to allow you to practice writing one more "object based" application that is non-trivial. (BEFORE we start object oriented applications!)
* Complete the programming problems described below.  For each of the problems, a Visual Studio project containing at least one form has been provided in the starting files for the lab:
* Concentration (or Memory) - Create an application that allows the user play a concentration (or memory game).  The application should display at least 20 cards or images, face down, in picture boxes on the form.  The user selects one card and the application displays it face up.  The user then selects a second card and the application displays it face up.  After 2 seconds, the application either removes the cards from the board and increments the number of matches OR turns both cards face down.  Play continues until the user has identified all of the matching cards on the board.
* A maximum of 20 points will be awarded for the lab.
* In class section students should:
* Open the solution from the starting files in Visual Studio and examine the user interface.
* Create an Action Control Event (ACE) chart for the application.
* Write an algorithm in pseudocode that describes the logic involved in any method or event handler that is logically complex
* Complete the implementation, test and debug the application in Visual Studio.
* Download the peer evaluation form for lab 3.  Complete the peer evaluation with a classmate using the form as a guide.  Include with the peer evaluation document:
* screen shots illustrating the functionality of the applicatioin in problem
* the source code for the event handlers and variable declarations that you wrote in each problem
* Upload the peer evaluation document you created in moodle.