**Week 2:**

|  |
| --- |
| **Things to do Week 2** |

* + **Reading Quiz 2**
    - Read chapter 14 in the C# text.
    - Complete Reading Quiz 2. Each reading quiz consists of 10 multiple choice questions taken from the topic. You may take the reading quiz 4 times and the highest of your scores will be used in the calculation of your grade. Each quiz is open book but because you only have 40 minutes to complete each attempt, you won't complete the quiz if you haven't read the materials prior to attempting the quiz.
  + **Lab 1**
    - Complete exercise 14 - 1, parts 1 - 4.  Modify the console application you wrote in 233N to test the WholesaleCustomer and RetailCustomer classes.  Test the constructor for each class as well as any properties or methods that were added to each class.
    - Complete exercise 14 - 2, part 2.  Re-run the console application you wrote to test the new implementation of the CustomerList class.  Note that there are no new methods or properties so you shouldn't have to change the test program at all.  Add code to the tester for the CustomerList class that adds several WholesaleCustomers and several RetailCustomers to a CustomerList and then prints the list.
    - Complete the BlackJackHand class as discussed in class.  Write nUnit tests to test the class.
    - Participate in the forum - Lab 1 Questions as necessary.
    - Complete a peer evaluation for your work in lab 1.  Make any corrections necessary based on your peer evaluation.
    - Submit lab 1.

## Lab 1

The objective of this lab is to familiarize you with creating classes that use inheritance in C#.  This information is contained in chapter 14 of your text.

Complete the programming problems described below.  For each of the problems, make a copy of the solutions you created for CustomerMaintenance and CardStuff from 233N.  Modify the new copy as you complete this lab (and others in 234N).

* Complete exercise 14 - 1, parts 2 - 4.  Modify the console application you wrote to test the WholesaleCustomer and RetailCustomer classes.  Test the constructor for each class as well as any properties or methods that were added to each class.
* Complete exercise 14 - 2, part 2.  Create a NEW class called CustomerList2 rather than editing your existing CustomerList class.  Copy your tests for the CustomerList class and change the data type of the list variable to CustomerList2.  Re-run your tests and make sure they work with the new class.
* Complete the BlackJackHand class as discussed in class.  Write a console application or unit tests to test the class.
  + BJHand
    - BJHand()
    - int Score
    - bool HasAce()
    - bool IsBusted()
* EXTRA CREDIT:  Create a console application in which one player plays blackjack against the dealer.

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:

* Sketch a class diagram that illustrates the specification of the class.
* Complete the implementation, test and debug the class in Visual Studio.  Add a class diagram
* Download the peer evaluation form for lab 1.  Complete the peer evaluation with a classmate using the form as a guide.  Include with the peer evaluation document:
  + screen shots illustrating tests running
  + the source code for the classes and test programs that you wrote in each problem
  + class diagram for each class you created or modified significantly.
* Upload the peer evaluation document you created in moodle.