CH 14 & 15 Lab Worksheet 1/9

Terms to review:

identifier
variable
constant
data type
value data type
reference data type

class
object/instance
constructor
field (aka. member variable or
instance variable)
method
encapsulation
composition
aggregation

polymorphism
inheritance
base class
subclass
overloaded method
overridden method
virtual method
abstract method
abstract class
interface

strategy pattern IComparable

Homework & Labs

// Please name your projects LB1, LB2, LB3, etc

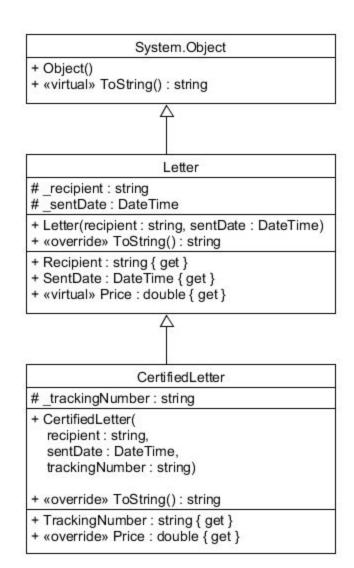
LBI. Complete Naming Conventions Handout LBII. Complete Data Types Handout

CH 14 & 15 Lab Worksheet 2/9

LB1 Letters

Create a GUI application for a letter delivery service.

- Letters cost 50 cents to send.
- Certified letter cost an additional
 15 cents to send, but include a
 tracking number.
- The user can send up to 20 letters.
- Every time a letter is sent it will be added to the top of the transaction log.
- Store the list of sent letters in a single array.
- If the letter does not include a tracking number then instantiate a Letter object.
- If the letter includes a tracking number then instantiate a CertifiedLetter object.



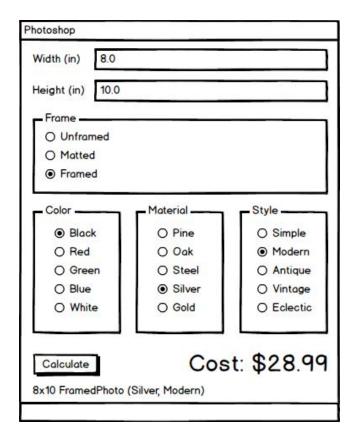
| Recipient | 3MAR2018, Da Bank, \$0.50 3MAR2018, Gas Company, \$0.65, 123456 |
|--------------------------------------|--|
| Sent Date | 2MAR2018, Waterworks, \$0.50 1MAR2018, Electric Company, \$0.65, 345678 |
| racking Number | |
| Additional Fee for certified letter) | |
| Send | |

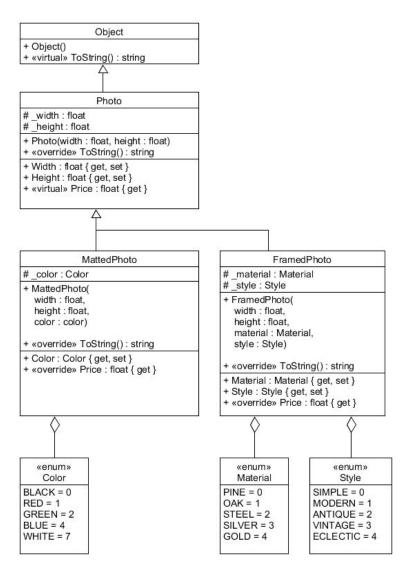
CH 14 & 15 Lab Worksheet 3/9

LB2 Photos

Write a GUI application for a photography business.

- 8" by 10" photos are \$3.99
- 10" by 12" photos are \$5.99
- All other sizes are \$9.99
- Customers can add either a Matte or a Frame.
- Matted photos are an additional \$10.
- Framed photos are an additional \$25.
- Override the ToString() methods on the Photo, MattedPhoto, and FramedPhoto classes so that they display all of the information in the fields.



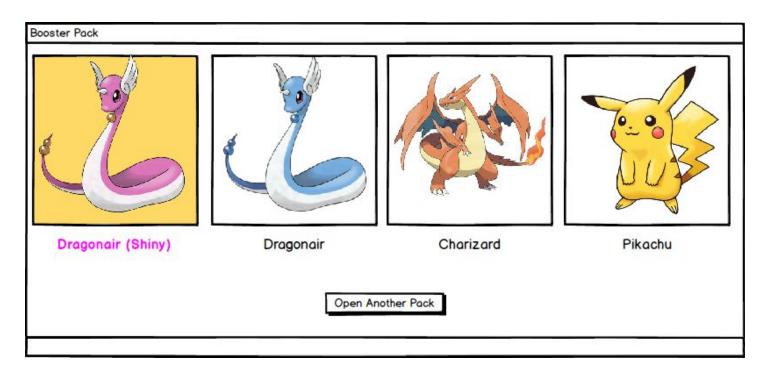


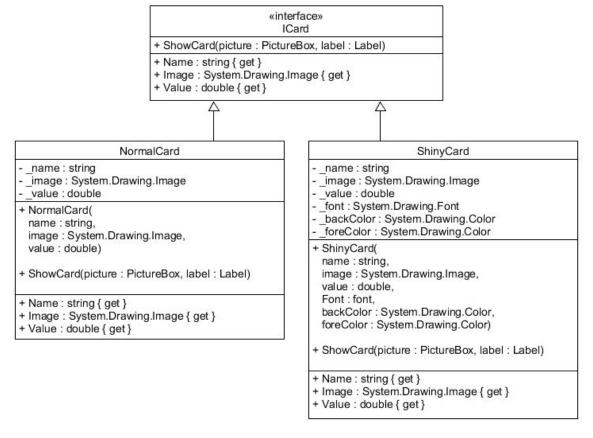
CH 14 & 15 Lab Worksheet 4/9

LB3 BoosterPack

Write a GUI application to randomly generate a pack of pokemon cards.

- Each pack has 10 cards
- There is a 20% chance of getting a shiny pokemon
- Shiny pokemon cards must be displayed with different font styles, foreground colors, and background colors (from the regular version)
- Sort the cards in the booster pack by value (using IComparable).



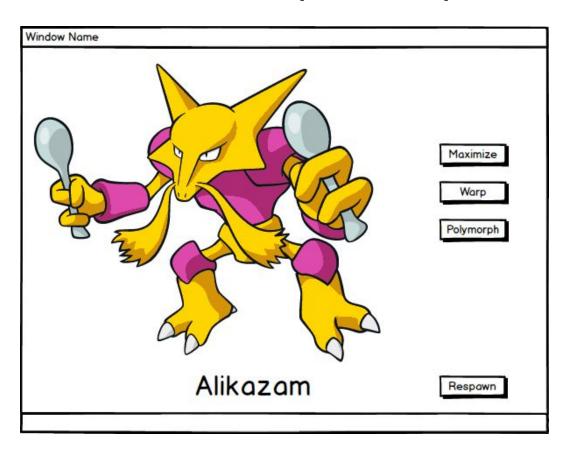


CH 14 & 15 Lab Worksheet 5/9

LB4 Polymorph

Write a GUI application that spawns a pokemon with a random ability.

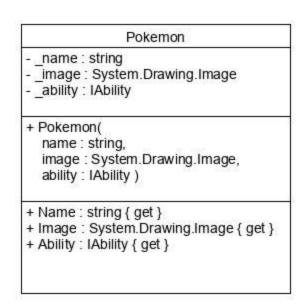
- There will be a button to activate the ability. (Only one ability button should be added in the designer. Not as shown in diagram.)
- Each ability must have a different behavior. Examples:
 - O Maximize the window
 - o Minimize the window
 - O Warp the window to a random screen position
 - O Change the font style, background color, and foreground colors.
 - o Make the window bounce
 - O Make the window shake
 - O Transform the pokemon into random farm animal
- The button must display the name of the ability.
- There must be at least 5 different possible abilities. (See UML for suggested abilities.)
- The user can click the Respawn button to spawn a new random pokemon.

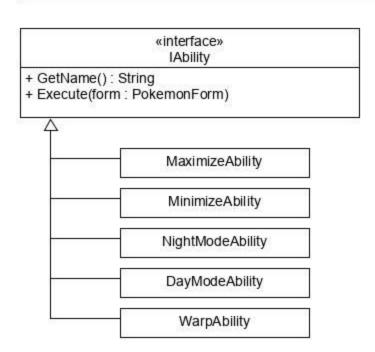


See UML diagrams on next page

CH 14 & 15 Lab Worksheet 6/9

| PokemonForm | |
|--------------------|--|
| mon : Pokemon | |
| + Respawn() : void | |
| 9 | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |



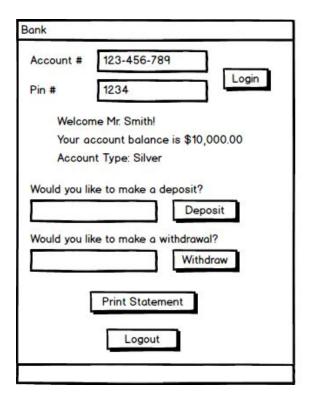


CH 14 & 15 Lab Worksheet 7/9

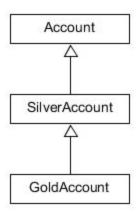
LB5 BankLoginEnhanced

Write a GUI application for a bank.

- Users must enter their username and pin number to login.
- The program should have at least 5 accounts.
- There can only be one user logged in at a time.
- Once logged in, the user can deposit money, withdraw money, or print their last 10 transactions.
- When the user is done, they can log out of the system.
- Deposits do not have an associated transaction fee.
- Withdrawals have a 1% transaction fee.
- Users cannot make a withdrawal that would leave them with less than their minimum balance.
- There are three different account types, each has different perks.
- Bronze accounts have a minimum balance of \$0 and can only make view their current balance, deposit money and withdraw money.
- Silver accounts have a minimum balance of \$1000 and can also print out their past 10 transactions (show them in a separate window).
- Gold accounts have a minimum balance of \$5000, can print a fancy statement, and do not pay any transaction fees.







CH 14 & 15 Lab Worksheet 8/9

LB6 NetworkScanAttack

Write a GUI application that can scan a network for vulnerable computers and exploit those weaknesses.

- This program will not scan any real computers or execute actual exploits.
- There are 5 computers on the hypothetical network.
- Each computer has 2-5 open vulnerabilities.
- Each vulnerability requires a different exploit.
- Clicking the button for the vulnerability will execute the required exploit in a new window.
- Exploits:
 - O Show 3 spam messages in separate windows
 - o Infinite loop
 - O Divide by zero using integer division
 - O Try to parse the string "ABCXYZ" as an int
 - o Try to access an array index past the end of an array
 - o Growl like Pikachu, Charizard, Squirtle, or Bulbasaur







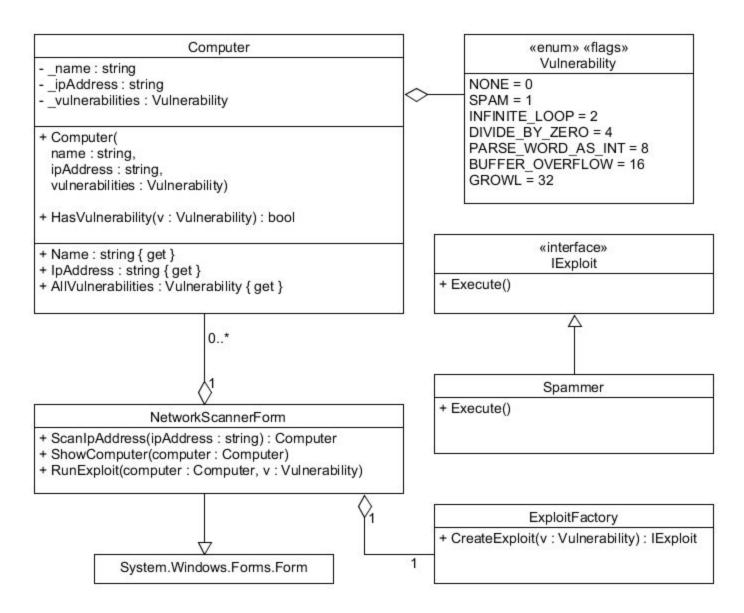
See UML diagrams on next page

See https://youtu.be/kztYsmUJNU4 for how to use the [Flags] attribute with enums

More info here:

https://docs.microsoft.com/en-us/dotnet/api/system.flagsattribute?view=netframework-4.7.1

CH 14 & 15 Lab Worksheet 9/9



LB7 Build-A-Lab

Create your own lab.

- Submit your design to the bin in class.
- Submit your implementation to bitbucket.
- Program must have tab order configured.
- Program must follow naming conventions for all controls, variables, constants, methods, classes, and enumerations.
- Program must have at least one interface.
- Program must have at least two classes.
- Program must demonstrate polymorphism.