COMPUTER PROGRAMMING I

TRIMESTER EXAM PROJECTS

PICK Four

1. Create a project that asks for at least 10 student’s name, grade level, and student fee (use inputboxes). Stores all three into one variable and fills an array one line at a time then outputs it to a single line textbox that is controlled by a horizontal scrollbar object then finds total fees for each grade level in separate labelboxes. (Hint: use a for…next and running lists and totals)

Example:

# Name Grade Fee

1 Smith 11 $23.00

2 Shoe 9 $17.00

3 Fox 10 $12.00

4 Bush 9 $27.00

9th Grade fees $44.00

10th Grade fees $12.00

11th Grade fees $23.00

12th Grade fees $0.00

1. Create a project that asks for a dives degree of difficulty, asks the five judges for a score from 1 to 10 (or randomly generates these scores), drops the lowest and highest score, then adds the rest and multiplies by the degree of difficulty to get total score. (Hint: Use an array, fill it up with the five judges scores, then find lowest and highest using if...then.)
2. Create a project that allows the user to type a letter and edit it and then save it as a textfile and have at least 3 choices of a heading( ex. Dear Sir) and closing (ex.- Sincerely Yours: skip a line and then a name) to go with it. “Letter Wizard”-hint: use a running string to build letter
3. Create a project that allows the user to input the coefficients of a quadratic equation, finds and shows the y- intercept, x-intercepts(if they exist, staes no roots if they don’t), and vertex and graphs using the line method (at least 10 points)

Y=ax^2+bx+c, input a, b, c

y-intercept=(0,c)

vertex=(-b/2a, plug back into formula to find y)

x=(-b +/- sqr(b^2-4ac)/2a if they exist

1. Create a project that allows one object to fire a second object at a third object that is moving and when the second object hits the third object, the third object changes to a fourth object.(hint- use keydown or mousedown(button))