COMPUTER PROGRAMMING II

TRIMESTER EXAM PROJECTS

PICK Four

Save all as one project called triexamyourname on different forms (code module optional) to your folder on the H: drive

1. Write a program that generates, saves and retrieves 20 students three-letter initials and score from 50 to 100 and then creates a pie chart to show the number of A's to F's and lists the initials of those that received that grade and states the highest and lowest score and the initials that correspond to them (hint: cafeteria)
2. Write a program that creates a Jotto game using either your own array of words or the jotto.txt file. Your game should be user friendly.
3. Write the program for that allows the user to input a roman # and displays an arabic # (ex. MCMXCIX—1999 # up to 3999)
4. Write the program for that allows the user to input an Arabic # and displays a roman# # (ex. 1999 – MCMXCIX # up to 3999)
5. Write a game program that has animation and graphics. There should be some kind of mouse input such as a target game to pick a letter and collision with top ten scores.