Homework

1. Palindrome

* Write a user defined subprogram that passes a string as a parameter and determines whether or not it is a palindrome (10 pts)

1. Mode

* Write a user defined subprogram that passes a list of numbers to an array and outputs the mode. EC: Output all of the modes (10 pts)

1. Encrypt

* Write a user defined subprogram that encrypts a file (10 pts)

1. Cards

* Create a deck of cards. Must be a unique deck of cards (10 pts)

Labs

1. Lab 1

* Save and retrieve an array of numbers. Output the array, the highest number, the lowest number, and the average. (10 pts)

1. Lab 2

* Create an array of words from “dictionary.txt”. Using that array, create an array of words of a given length. Output the array as well as the longest word. EC: randomly generate a word(10 pts)

1. Planet Demo

* Create a program that determines and outputs the weight of a person on different planets. See book for code. (10 pts)

1. Sort/Search

* Sort an array of 5000 words and 5000 numbers (comb, bubble, AND exchange) and time each sort. EC: binary search (50 pts)

Projects

1. Hangman

* You cannot pick the same letter twice
* Randomly select a word from an array of words (use Lab 2 code)
* B: Must be able to play the game
* A: score, graphics, levels, time, top score, top ten

1. Cafeteria

* Check book for code
* B: vertical/horizontal bar charts
* A: pie chart, rotating pie chart, additional data, word association

1. Employee Record

* Use two forms: frmDialog (for changes) and frmHome (for viewing)
* B: File(New/Save/Open/Exit); Edit(Add/Change); View(View All/View One at a Time)
* A: Save/As, Delete, list manipulation, additional data

1. Scrabble

* B: Must have 100 tiles, be able to display 7 tiles at a time, create a word, check to see if word exists (binary search), and keep score
* A: graphics, levels, top ten, more than one draw, and board. (Tiles used only once)

1. Twenty-One

* B: Deck of cards, deal two cards w/images, play game (hit, stay, bust); be able to bet/keep score
* A: Recognize 5 Card Charlie; Ace can be either a 1 or an 11; split; double-down; top ten

1. Database

* B: 14 pieces of data; 3 combo boxes; 3 option buttons; 8 checkboxes; change, delete, add, save/retrieve
* A: additional data, file/image association, package