

CISS 160 Homework - Introductory GUI Problems

The grade you earn will be based on a number of factors, including overall quality/correctness/validity of your application, following the file naming guidelines, following the compressed folder guidelines (see below and Syllabus), and following the other guidelines such as comments for your name, programming comments, test cases etc.

General guidelines for each program:

> Include three comment lines within each program's Form1.cs file with your name, student id number, date, and goal/purpose of the program:

//Author: Your NAME

//ID: Your Student ID Number (NOT YOUR SOCIAL SECURITY NUMBER)

//Date:

//Goal-Purpose of the Program: (...your description...)

> within any program file where you write source code, include comments throughout your code describing in your own words, what the various sections of your code are doing; single line comments can be preceded by two forward slashes //COMMENT...

> for each program create a Text file in the folder where your project files are located and call it TestPlan.txt – edit that file for each program below to include a description of the different 'Tests' that you performed to give yourself assurance that your program is valid/is working correctly; this can include validating data to be numeric, validating that required data was entered, exception handling, other tests to verify specific calculations, functionality, verifying User Interface events etc.

Write the C# programs described below:

> the requirements for each program will be described as a paragraph below OR the requirements will be represented as a compiled .exe of a program (note: this is not source code) that I include in the assignment folder so you can see a running version of how your program should work

> we will cover general aspects of various programming elements during lectures, but it is up to you to combine the lecture learning components along with the textbook reading to create a specific solution

> any images/graphics that are needed will be included in the assignment folder or I will provide in Angel

1. (10 Points) A Latin Translator - see the included .exe. Name your project

LatinTranslator - Your Name

2. (15 Points) A Card Identifier - see the included .exe. Name your project

CardIdentifier - Your Name

3. (20 Points) A random Coin Flipper - see the included .exe. Some aspects of this we will discuss in class. Name your project:

FlipACoin - Your Name

Take all of your completed project folders above and copy them into a folder named:

IntroGUIProblems - Your Name

Zip up this folder and submit the zip file in this dropbox by the due date and time.