

## Lab 8: File Operations & Methods (Group A)

CS133, Beginning Programming: C#

### Introduction

The objective of this lab is to give you practice creating, opening and writing files. You will also get an introduction to writing your own methods.

### Assignment

Part 1: Chapter 5 (Repetition and File operations) – Tutorials

Complete tutorials 5-4 through 5-9, at the end of chapter 5, in the textbook. (The starting files for chapter 5 are in the source code provided with the textbook)

Part 2: Chapter 5 – Programming Problems:

#### 2. Distance File

Modify the Distance Calculator program that you wrote for Programming Problem 1 so it writes its output to a file instead of displaying it in a ListBox control. Open the file in Notepad or Visual Studio to confirm the output. (Gaddis 336)

#### 9. Dice Simulator

Create an application that simulates rolling a pair of dice. When the user clicks a button, the application should generate two random numbers, each in the range of 1 through 6, to represent the value of the dice. Use PictureBox controls to display the dice. (In the Student Sample Programs, in the Chap05 folder, you will find six images named Die1.bmp, Die2.bmp, Die3.bmp, Die4.bmp, Die5.bmp, and Die6.bmp that you can use in the PictureBoxes.) (Gaddis 337)

In addition, write the random numbers to a file. Open the file in Notepad (or Visual Studio) to confirm the output.

Gaddis, Tony. Starting out with Visual C# 2012, 3rd Edition. Pearson, 20130528. VitalBook file.

Part 3: Chapter 6 (Methods) – Tutorials:

Complete tutorials 6-1 and 6-2, at the end of chapter 6, in the textbook. (The starting files for chapter 6 are in the source code provided with the textbook.)

(You will do more tutorials in chapter 6, and start the programming problems next week.)