

MODULE 1: INTRODUCTION TO PROGRAMMING IN C#

CORE EXERCISES

Tutorial 3

- 3.1 Write a program featuring two buttons that increment or decrement a stored variable, displaying the result in a text box. The program should display the original value of the variable in the text box at the outset - this can be done in the public Form1() section, following InitializeComponent(). Note that the textbox contains only 'text' values, so you will need to use the Convert.ToString() and Convert.ToInt32() facilities.
- 3.2 Modify the previous program to replace the two buttons by a single feature – the numericUpDown control.
- 3.3 If the currency conversion rate is 1 British Pound = 1.24 US Dollars, write a program that uses a loop to produce a table in a listbox showing the conversion rates between £1 and £100 in £5 increments.
- 3.4 Write a program that generates 10 random numbers and stores them in a listbox. Create a button to find the largest of these values and output the result using a simple Message Box with an OK button.
- 3.5 Design and write a 'Currency Converter' program that offers 'pull down' menu options for the currencies and applies pre-stored values for the conversion.

Your program should check for input errors as well as providing a user-friendly interface. You should obtain the relevant currency conversion details from on-line resources. You can restrict your program to deal with a maximum of 5 currencies. The program should feature a basic facility to convert from a selected currency into G.B. pounds, but full marks will be applicable to those who can achieve a conversion between any two selected currencies.