

CS 1400 Lab 9: Writing the Farmer John Program

Objectives:

After completing this assignment you understand how to use pseudo-code as a tool to solve a programming problem.

Study Material

Be sure that you are familiar with the slides for this week, *Programming By Example*. Study the example shown in the slides thoroughly. Be sure that you understand the steps required to design a program.

In lab #8, you started a project for the Farmer John problem. In that project, you created a source code file that contains the pseudo-code that you developed for this problem.

Writing the Program

Open the project that you created for lab #8. Now, below each line of pseudo-code that you created, fill in the C# code that will accomplish that line of pseudo-code. After you have completed all of the code, compile and run your program. Use the test values from your Algorithm Design Worksheet to test your program. When you are satisfied that your program works correctly, submit the code as explained below.

File(s) to Submit:

Place your complete project folder into a zip file. and name the zip file lab_o9_your-initials_V1.0.zip. For example, I would name my file lab_o9_RKD_V1.0.zip. Submit this assignment as Lab #9 on Canvas.

Grading Guidelines

Description	Points possible
Assignment has been properly submitted to Canvas.	2

Your program works correctly and meets all requirements.	3
Total	5