

Test 1 – Debug a program

Open the Debug Exercise program (double click on the Debug Exercise.sln file). Correct all syntax errors (there should only be 5) in the program so that it will run correctly. Do not remove any of the breakpoints. If they are inadvertently removed, they should be on lines 23, 25 and 44 (unless the program is re-formatted in the process of correcting syntax errors)

Test 2 – Use the Visual Studio Debugger

Open the Debug Questions document in the Debug Exercise project folder and answer the questions as the program executes.

Test 3 – Convert a string to int

```
static int Test3(string input)
```

Given a string, using the Int32 class, convert the string to an integer. Return the integer

Test 4 – Convert a string to sbyte

```
static sbyte Test4(string input)
```

Given a string, using the SByte class, convert the string to a signed byte. Return the signed byte

Test 5 – Convert a string to double

```
static double Test5(string input)
```

Given a string, using the Double class, convert the string to a double. Return the double

Test 6 – Convert a string to ushort

```
static ushort Test6(string input)
```

Given a string, using the UInt16 class, convert the string to a unsigned short. Return the unsigned short

Test 7 – Convert a string to float

```
static float Test7(string input)
```

Given a string, using the Float class, convert the string to a float. Return the float

Test 8 – Convert a string to uint

```
static uint Test8(string input)
```

Given a string, using the UInt32 class, convert the string to an unsigned integer. Return the unsigned integer

Test 9 – Convert a string to short

```
static short Test9(string input)
```

Given a string, using the Int16 class, convert the string to a short. Return the short

Test 10 – Convert a string to ulong

```
static ulong Test10(string input)
```

Given a string, using the UInt64 class, convert the string to an unsigned long. Return the unsigned long