**Terms to review:**

literal string

literal constant

identifier

variable

constant

declaration

initialization

assignment

argument

data type

***User Interface (UI)***

***Graphical User Interface (GUI)***

***form***

***control***

***event***

***handler***

***button***

***label***

***text box***

***focus***

***tab order***

**Homework & Labs**

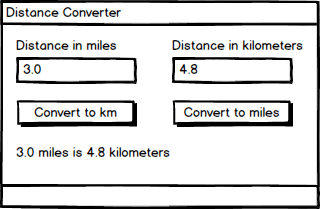
*// Please name your projects LB1, LB2, LB3, etc*

1. Complete Naming Conventions Handout

2. Complete Data Types Handout

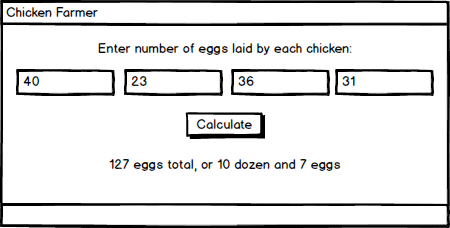
3. Write a GUI program that converts distances between miles and kilometers:

* Declares a named constant named **KM\_PER\_MILE** which holds the number of kilometers in a mile (1.6 km per mile).
* Prompts the user for a distance in miles or kilometers.
* The user can convert miles to kilometers.
* The user can convert kilometers to miles.
* The program displays the distance in both kilometers and miles. For example: **“3.0 miles is 4.8 kilometers”**



4. Write a GUI program that adds up the number of eggs produced by some chickens:

* Prompts the user for a number of eggs laid by four chickens.
* Sum the eggs laid and display the total in dozens and eggs. For example, a total of 127 eggs would be displayed as **“10 dozen and 7 eggs”**

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5. Write a GUI program that calculates projected raises:

* Declares a named constant **PERCENT\_RAISE** and assign it a value of 4% (or 1.04)
* Prompts the user for the names and salaries of three employees.
* Displays the projected salaries for these three employees over the next 2 years in a table, assuming that they get a 4% raise every year.