**Name: Session:**

**Programming II**

**Structures**

**Lab Exercise 5.3.2022**

In this exercise you will build some structures. You may either build a Windows Form Application or a console application. When you have completed these exercises, submit your source code and a screen shot of your running application.

1. Create a structure variable Box that can hold the length, width and height of a box.
   1. Create a Box structure variable called shoebox and assign the values to the length, width, and height of the shoebox.
   2. Create a volume method for your box structure.
   3. Create a surface area method for your box structure.
   4. Display the height, length, width, volume, and surface area in a message box or console.
2. Create a structure variable Jedi to hold your Jedi information.
   1. Create a Jedi structure called your name.
   2. The structure should contain your name as well as your Star Wars name
   3. The structure should contain a Boolean variable darkSide to indicate if you have been turned.
   4. The structure should store your rank (Youngling, Padawan, Knight, Master, Grand Master)
   5. Display your information in a message box or console
3. Create a structure variable Computer that can store information about a computer.
   1. Create a structure with named myComputer
   2. Store the following information: RAM, Operating System, clock frequency, processor, number of hard drives, the size of each hard drive.
   3. Display your information in a message box or console.