

## Lab 8 – String Processing

Instructions: Complete each problem. If you're struggling with a problem, feel free to ask questions on the class forum.

This lab is optional, but it gives you valuable programming experience. You should definitely complete the lab if you can.

These problems are based on something my company implemented in Second Life to place blocks into slots in a pyramid.

Note: All the variables you use in this program should be the appropriate data types for the data you're storing in them.

### Problem 1 – Extracting the Pyramid Slot Number

Create a new console application named Lab8.

Read in a string from the user in the following format:

```
<pyramid slot number>,<block letter>,<whether or not the block should be lit>
```

Example:

```
15,M,true
```

Use the `String` methods you can read about in the documentation and the book to extract the pyramid slot number from the string and store it in a variable.

Print the pyramid slot number. This is a number, so you should NOT be saving it as a string!

### Problem 2 – Extracting the Block Letter

Extract the block letter from the string and store it in a variable.

Print the block letter. This is a single character, so you should NOT be saving it as a string!

### Problem 3 – Extracting Whether Or Not the Block Should Be Lit

Extract whether or not the block should be lit from the string and store it in a variable. This is a Boolean value, so you should NOT be saving it as a string!

**You are NOT allowed to use the `LastIndexOf` method to do this. (Hint: Use the `Substring` method to shorten the original input string)**

Print whether or not the block should be lit.