**Unit 10: Variables and Constants**

**Project 1:**

Create an application that will convert temperature from Fahrenheit to Celsius. Your application should ask the user to input a temperature in Fahrenheit and then display the temperature converted to Celsius. Use the formula C=5/9(F-32) to convert from Fahrenheit to Celsius. Hint: Make sure you remember the order of operations rules when using the formula.

Test the program with values 212, 32, 98.6 and -40.

Note: Variables must be declared and used.

**Save** your project as **vbpUnit10\_CelsiusConverter\_YourName**

**Project 2:**

Modify your application in Project 1 so that it will convert temperature from Fahrenheit to Celsius or from Celcius to Fahrenheit. You will need two buttons. Your application should ask the user to input a temperature and then display the converted temperature, with the correct units, based on choosing one button or the other. Use the formula C=5/9(F-32) to convert from Fahrenheit to Celsius. Hint: Make sure you remember the order of operations rules when using the formula.

Test the program with values 212, 32, 98.6 and -40.

Note: Variables must be declared and used.

**Save** your project as **vbpUnit10\_TemperatureConvertor\_YourName**

**Project 3:**

Create an application that shows off your five favourite games (video, board, or sports).

Use options buttons to list your top five favourite games. When an option button is selected, a picture of the game should show. Once a second button is selected the previous picture should turn invisible. All pictures must be invisible when the Form loads.

**Save** your project as **vbpUnit10\_FavouriteGames\_YourName**

**Remember to include a flowchart or Psuedo Code for each project with your submission.**
**Flowcharts or Psuedo Code must be provided from now on in all the remaining projects.**

**To submit your assignment, click the Assignment link, select A07 and submit your files.**