

KidCoder™: Game Programming

First Edition Errata Sheet

Updated May 9th, 2011

This document lists the known errata for the *KidCoder™: Game Programming* First Edition course.

- In chapter 2, lessons 3 and 4, the discussion about the **Timer** control and the **BlinkingRectangle** example program omits mention of the **Timer Start()** method. The **Start()** method must be called on your timer object in order for the Tick events to begin. The recommended place to put this call is in your Form's Page_Load() method. For example the Blinking Rectangle program would contain:

```
Private Sub BlinkingForm_Load(ByVal sender As Object, \
                             ByVal e As System.EventArgs) Handles Me.Load
```

```
    'Start the timer when the program starts
    BlinkingTimer.Start()
```

```
End Sub
```

The chapter 2 Clock activity description mentions this requirement and you can see it used in the Clock activity solution. However it should have been highlighted in the main lesson text.

- On Chapter 3 Lesson 2 Page 40, the discussion on how to declare and initialize an array at the same time contains a syntax error:

You can also declare and initialize an array at the same time. If we knew our 10 student's grades ahead of time, we could use the following line to declare our array and set the values:

```
Dim studentGrade(10) As Integer = {90, 95, 80, 85, 93, 92, 88, 75, 90, 80}
```

The code example should be:

```
Dim studentGrade() As Integer = {90, 95, 80, 85, 93, 92, 88, 75, 90, 80}
```

When providing a list of values for initialization, do not specify the array size in parenthesis. Visual Basic will figure out how large the array should be based on how many values you provide in the brackets.

- In Chapter 6, Lesson 2 on page 90 we introduce the **Image** data type. In order to use the **Image** data type in a program, you must have the following **Imports** statement at the top of your .vb source file:

```
Imports System.Drawing.Imaging
```

This statement is mentioned later on page 97 but it should have been highlighted up-front on page 90 with the instructions on how to declare an **Image** variable. If the **Imports** statement is missing you will get a compile error regarding "Declaration Expected" when declaring an **Image** variable.

- There is an omission in Chapter 14, Lesson 3 regarding the **Sleep()** method. In order for this method to be found you must add the following line to the very top of your source file:

```
Imports System.Threading.Thread
```

This will make the **Sleep()** method available for use in your code. If you do not add the above import then the Visual Basic compiler will give you an error.

- On page 52 of the Teacher's Edition is the Chapter Six Test answer key. The correct answer for problem #5 is: `myImage = Image.FromFile("Fish.jpg");`

The original text listed the answer as `myImage.ImageFromFile("Fish.jpg")`.