

## **TeenCoder™: Windows Programming**

### **Third Edition Errata Sheet**

*Updated January 3, 2016*

This document lists the known typographical or other corrections to the *TeenCoder™: Windows Programming* Third Edition course.

- The activity description for Chapter 8 incorrectly tells the student on page 4 to create the **numericValue** variable in two places, both outside the **for()** loop and inside the **for()** loop. Creating multiple versions of the same variable in the same scope will result in a compiler error. The student should only create the variable inside the **for()** loop as demonstrated in the activity solutions. The highlighted line of instructions below can be removed:
  - Create a **string** variable named **decodedString** to hold the plain-text string and set it equal to an empty string. We will build up the decoded characters letter-by-letter in this variable.
  - ~~Create an **integer** variable named **numericValue** to temporarily hold the number value of the character~~
  - Use a **for()** loop to loop through all of the characters in **encodedString**. Your loop index “**i**” should...
- The test for Chapter 9 contains question #8 as follows:

Write a statement that shows the return value from function “g(x)” passed directly into function “f()” as the first input parameter.

- A. `f( g=x);`
- B. `f( g(x);`**
- C. `g( f(x));`
- D. `g( f=x);`

Answer “B” is missing a parenthesis, and should read:

- B. `f(g(x));`**

- The test answer key for Chapter 13 lists an incorrect answer for question #2. The correct answer is “D – Any data type”.
- The activity starter project for Chapter 16 (Abstract Chess Piece) contains some code that does not match the activity description. The formatted string produced by the student’s chess pieces should appear in a **text box within the form**, instead of within a **pop-up message box**. The actual usage of the chess pieces is not impacted, and correctly functioning student code will produce the same output either way.

If desired, a replacement starter project can be downloaded from the following link and un-zipped into the student’s “My Projects” directory:

<http://www.homeschoolprogramming.com/downloads/AbstractChessPiece-Starter.zip>

This starter project will produce output that matches the activity description. Please note that the activity solution project that comes with the course will already match the described activity output exactly.