Learning objectives:

Choose your own adventure!

Assignment:

This week’s lab will be a choose your own adventure. There is only one rule:

1. You must stay the entire time in the lab (or you can leave once you’ve completed all of the objectives)

Here are your adventures:

1. Work on your UNO game to bring it up-to-date with the lecture

2. Code up and debug your solutions to the exam

3. Work on your hangman code. You should have turned it in the night before, but I’ll let you work on it, if you didn’t get it working.

4. Work on the homework due next week

5. Write yourself a blackjack game (non-graphical)

6. Work with the graphics package and objects to create UNO cards