

CS-231-01

Lab 4

02/28/12

Description

1. Create a program that inserts 10 random integers between 1 and 100 into a list box named *IstRandomNumbers*. The program then transfers all prime numbers found in this list box to a second list box named *IstPrimes*. (To transfer a number, the number must be deleted from list box *IstRandomNumbers* and inserted into list box *IstPrimes*.)

The program must contain and call the following modules:

- a. Module *GenerateNumbers*: a sub or function that generates n random numbers and inserts them in list box *Ist*.
- b. Module *IsPrime*: a sub or function that determines whether a number n is prime or not.
- c. Module *TransferNumber*: a sub or function that removes a number n from list box *Ist1* and inserts the same number in list box *Ist2*.

Your program may begin by calling module *GenerateNumbers* to produce and insert 10 random numbers in list box *IstRandomNumbers*. An application of module *IsPrime* on all numbers in list box *IstRandomNumbers* can then be followed by the application of module *TransferNumber* for those numbers that were determined to be prime numbers. As a result, prime numbers will be deleted from list box *IstRandomNumbers* and will be inserted in list box *IstPrimes*.

Note: Complete projects must be compressed into a zip file and uploaded to the instructors dropbox (dropbox.barry.edu). Use the private upload option after you have located the instructor's folder.