

Errata

Chapter 4.3.1 – page 48

It should read:

```
remainder = remainder%4;      becomes remainder %= 4;
```

Chapter 5.3 - page 56

```
score[0,1] := 68;    // Set exam 2 mark of student 1.
```

should be

```
score[0,1] = 68;    // Set exam 2 mark of student 1.
```

Chapter 7.3 Passing parameters – page 82

The lines of code:

```
int shortTime = 10;  
MessageBox.Show(ReturnWait( shortTime));
```

should be:

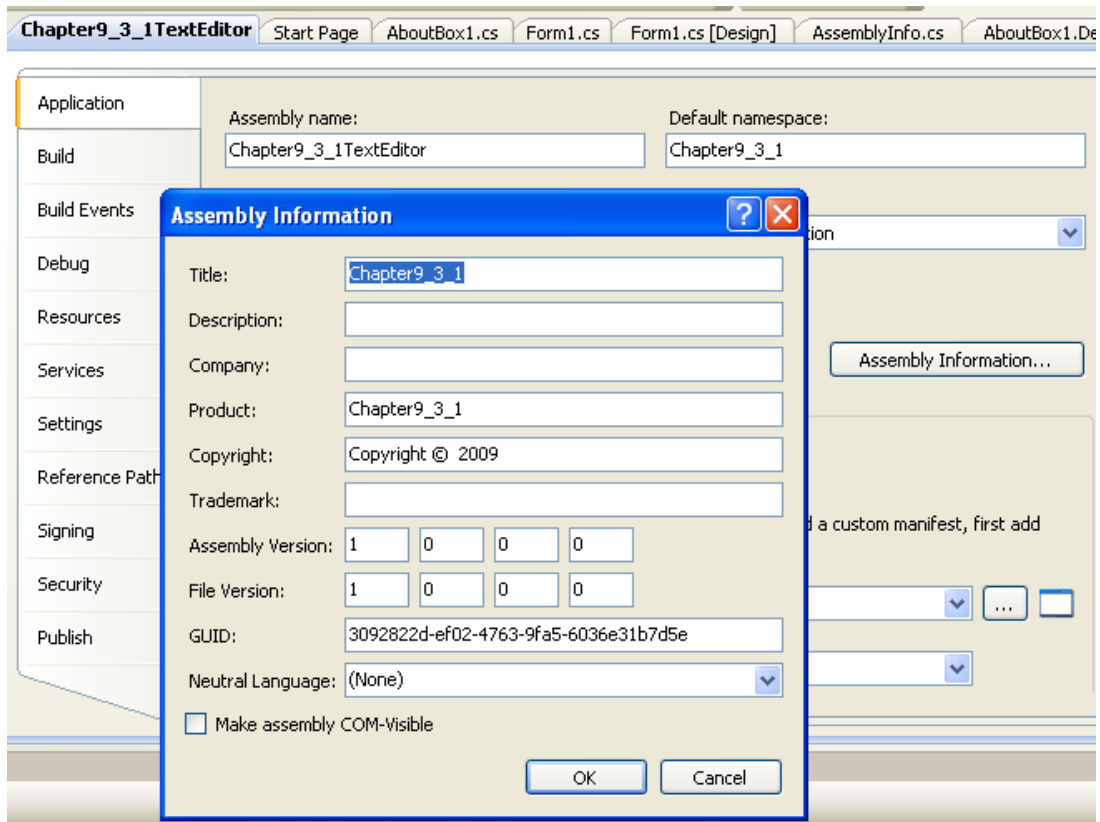
```
shortTime = 10;  
MessageBox.Show(PassReturnWait( shortTime));
```

Chapter 9.3.1 – p104

The About box does not display the changes made at design time. Although the About box is initialised correctly, the compiler then uses the project's assembly information and overwrites these changes. The code is in AboutBox1.cs:

```
public AboutBox1()  
{  
    InitializeComponent();  
    this.Text = String.Format("About {0} {0}", AssemblyTitle);  
    this.labelProductName.Text = AssemblyProduct;  
    this.labelVersion.Text = String.Format("Version {0} {0}", AssemblyVersion);  
    this.labelCopyright.Text = AssemblyCopyright;  
    this.labelCompanyName.Text = AssemblyCompany;  
    this.textBoxDescription.Text = AssemblyDescription;  
}
```

The assembly information is held in AssemblyInfo.cs, but you should not change that code. You can either comment out the lines beginning with 'this' in the above code, or more correctly, change the project assembly information using Project > Application > Assembly Information as below:



The OK button doesn't automatically close the About box. Double-click the OK button and change the code to the following:

```
private void okButton_Click(object sender, EventArgs e)
{
    this.Close();
}
```

Figure 19.3 – p215

The 1k and 220k resistors should be swapped over.