

COS20007 - Object Oriented Programming

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```
namespace HelloWorld
{
    internal class Program
    {
        static void Main(string[] args)
        {
            Message myMessage = new("Hello, World! Greetings from Message
            Object. My student ID is SWH02701/105547489");
            myMessage.Print();
            string? name;
            Message[] messages = {new ("Hi Minh! How are you today"),
                                   new ("Hi Tuan! What are you doing"),
                                   new ("Hello Hoang! Long time no see"),
                                   new ("Welcome back Manh!"),
                                   new ("Hi Mysterious man! How are you")};

            do
            {
                Console.WriteLine("Enter your name below:");
                name = Console.ReadLine();
                if (string.IsNullOrEmpty(name))
                {
                    Console.WriteLine("No name entered");
                }
            } while (string.IsNullOrEmpty(name));
            name = name.ToLower();
            if (name == "minh")
            {
                messages[0].Print();
            }
            else if (name == "tuan")
            {
                messages[1].Print();
            }
            else if (name == "hoang")
            {
                messages[2].Print();
            }
            else if (name == "manh")
            {
                messages[3].Print();
            }
            else
            {
                messages[4].Print();
            }
        }
    }
}
```

Hello, World! Greetings from Message Object. My student ID is SWH02701/105547489

Enter your name below:

manh

Welcome back Manh!

C:\Users\Bill\Desktop\COS20007\Week 1\1.2hw\1.2hw\bin\Debug\net8.0\1.2hw.exe (process 15492) exited with code 0 (0x0).

To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.

Press any key to close this window . . .

Program.cs

Message.cs

1.2hw

HelloWorld.Message

Print()

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace HelloWorld
{
    9 references
    internal class Message
    {
        private string _text;

        6 references
        public Message(string text)
        {
            _text = text;
        }

        6 references
        public void Print()
        {
            Console.WriteLine(_text);
        }
    }
}
```

100 %

No issues found

Ln: 20

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SPC

CRLF

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Search (Ctrl+E)

Search Depth: 3

Name	Value	Type
_text	"Hello, World! Greetings from Message Object.... View	string
this	{HelloWorld.Message}	HelloWorld.Mess...

Call Stack

Search (Ctrl+E)

View all Threads

Show External Code

Name	Lang
1.2hw.dll!HelloWorld.Message.Print() Line 20	C#
1.2hw.dll!HelloWorld.Program.Main(string[] args) Line 8	C#