# IT 230 Coding Activity Submission Template

Submit your work on the coding activities for Modules One, Two, Three, Four, and Six in this document. In addition to this document, you should submit a ZIP file containing all your Visual Studio project files and source code that can be run in Visual Studio on a different computer.

For each coding activity, complete the following steps:

* Download and rename this document to meet the file naming conventions requested in the assignment instructions.
* Fill in the required information below by replacing the bracketed text with the relevant information.
* Submit this document and your ZIP file for grading and feedback. Your ZIP file should follow the same naming conventions.

Document your work in the coding activity by completing each of the following items:

1. Provide a screenshot of the output that resulted from running your program successfully in Visual Studio. See the coding assignment instructions for an example of what should be included in the screenshot. Your screenshot must include the following elements:
   1. Your last name as the first printed text on the screen
   2. Verification that the program is fully functioning and data results are accurate for the given problem

The following addresses the necessary outputs as asked.A screenshot of a computer

Description automatically generated

1. Copy and paste the source code text you wrote for this assignment from the \*.cs file into the space below. Only providing the \*.cs files or a screenshot does not meet the requirements for this part of the assignment. Code should be logically organized. It should also follow proper syntax and conventions noted in the Coding Activity Guidelines and Rubric.

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace DebugFixMethods

{

class Program

{

static void Main(string[] args)

{

(new Program()).run();

}

void run()

{

int choice = 0;

Writeprompt();

choice = ReadChoice();

WriteChoice(choice);

}

void Writeprompt()

{

Console.WriteLine("Ruben Garcia");

Console.WriteLine("Please select a course for which you want to register by typing the number inside []");

Console.WriteLine("[1]IT 145\n[2]IT 200\n[3]IT 201\n[4]IT 270\n[5]IT 315\n[6]IT 328\n[7]IT 330");

Console.Write("Enter your choice : ");

}

int ReadChoice()//Overhaul this

{

string input = Console.ReadLine();

return Int16.Parse(input);

}

void WriteChoice(int choice) //needs to be changed to int

{

Console.WriteLine("Your choice is {0}", choice);

}

}

}

1. Show that you understand the task by explaining the design of your program in the space below. Include the process and steps you took to write your code. Explain how you arrived at the solution to the problem and completed the activity.

There weren’t really many errors here which made pinpointing the problem to be a lot simpler than I initially thought. The first step was that I’d go out of my way to include my full name. Towards the end, there were codes that wouldn’t work as well if I kept running with it, so I decided to overhaul it to provide an alternative solution to the mix which can be found in ReadChoice. There was also an issue addressed by the program in which “Choice” didn’t exist and needed to be changed into “choice” with the lowercase. Another error was at the end in which choice wasn’t an int.

1. Reflect on your learning experience and what you learned from completing the activity.

I learned that there may be a time in which it is better to start from scratch rather than playing along with everything given. Sometimes its better to take a step back in order to overhaul some strings of codes in order to make it work.