


Lab 1



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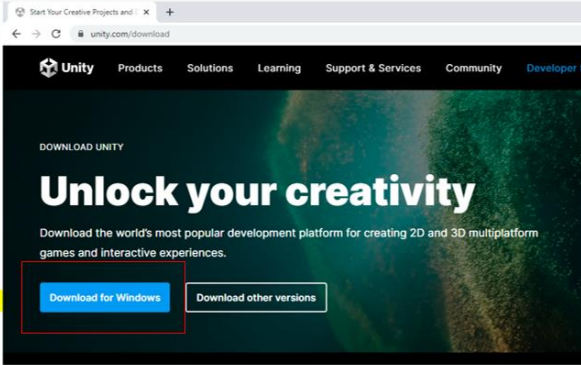
Download Unity

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Lab 2 all operators



Operators

```
int a = 6;
int b = 2;

// Arithmetic Operators


Console.WriteLine(a + b);
Console.WriteLine(a - b);
Console.WriteLine(a * b);
Console.WriteLine(a / b);
Console.WriteLine(a % b);
Console.WriteLine(a++);
Console.WriteLine(b--);
```

```
// Comparison Operators

a = 6;
b = 2;

Console.WriteLine(a == b);
Console.WriteLine(a != b);
Console.WriteLine(a > b);
Console.WriteLine(a >= b);
Console.WriteLine(a < b);
Console.WriteLine(a <= b);
```

Lab 3



Lab 3

Exercise: debug every string and math method, include comments what they are. The list includes:

What can you do with string:

- Concatenation
- Interpolation
- Length
- Uppercase & lowercase
- Access Index
- Special Characters

What can you do with math:

- Max
- Min
- Square root
- Absolute
- Round

Example:

```
//Absolute positive method
Console.WriteLine("absolute positive answer = " + Math.Abs(-4.7));

//Round up method
Console.WriteLine("round up answer = " + Math.Round(73.5));
```

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Lab 4



Lab 4

Exercise: debug every loop and decision

- If statement
- If else
- Else if
- For loop
- While loop
- Do while
- Mix between loops

Lab 5

Debugging exercise



Let the debugging begins

Exercise: Create a student class and object that gives your name, ID and the method you use to go to class.

Lab 6

Exercise: create class animal and cat (or any other animal you choose). Utilize the protected access modifier and encapsulation properties

```
class Person
{
    private string name; // field
    2 references
    public string Name // property
    {
        get { return name; } // get method
        set { name = value; } // set method
    }
}

0 references
class Program
{
    0 references
    static void Main(string[] args)
    {
        Person myObj = new Person();
        myObj.Name = "Wafiq";
        Console.WriteLine(myObj.Name);
    }
}
```

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Lab 7

Exercise: create class animal and cat (or any other animal you choose). Utilize abstraction and interface properties.

Lab 8



Lab 8 Work

- Screenshot the steps above, you've done on your own laptop/pc.
- Compile the screenshots into 1 pdf
- Ensure I can see your matric ID in the screenshot
- Those who has android and able to build and run, skip the lab above and just screenshot your 3D model.

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Lab 9



Final Lab Work

- Screenshot the steps above, you've done on your own laptop/pc.
- Compile the screenshots into 1 pdf
- Ensure I can see your matric ID in the screenshot
- Those who has android and able to build and run, skip the lab above and just screenshot your 3D model and marker.