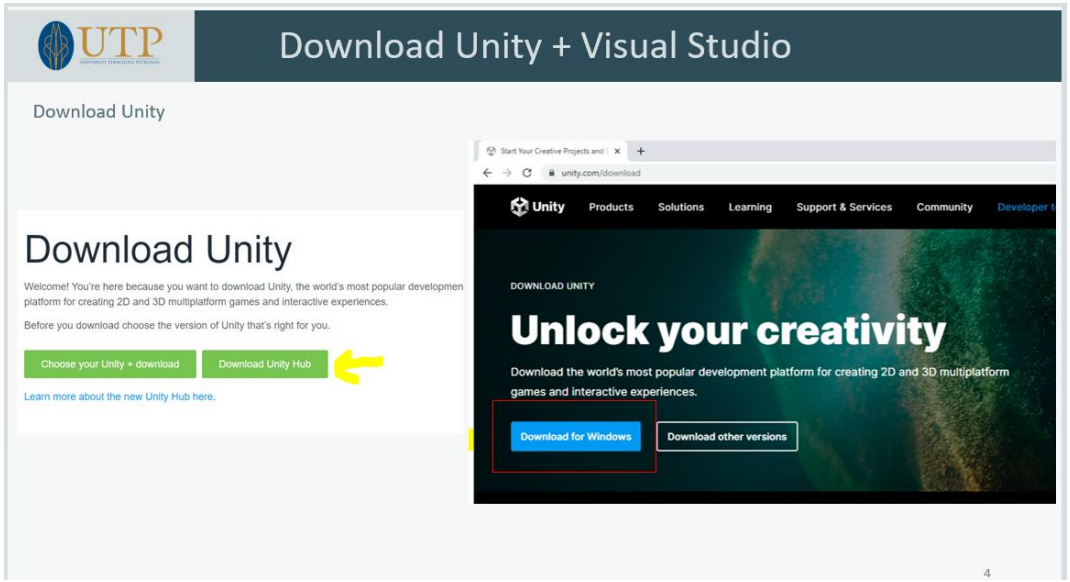
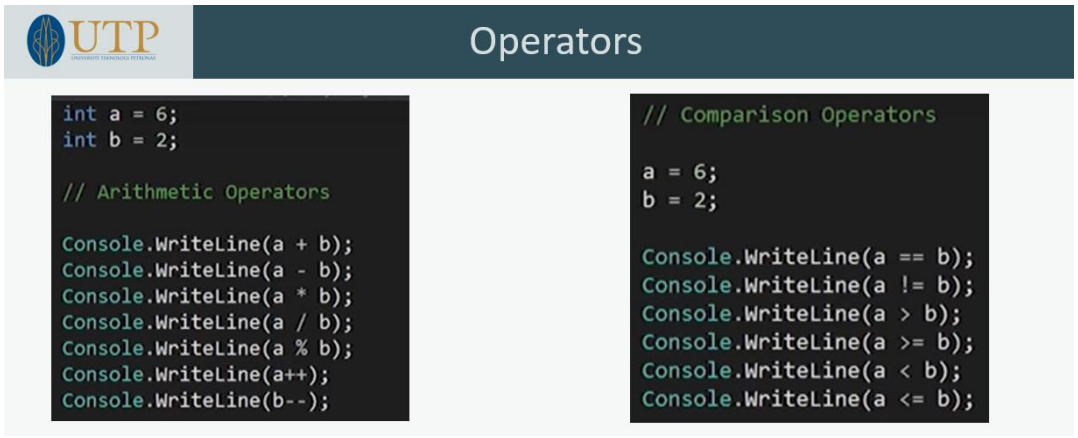
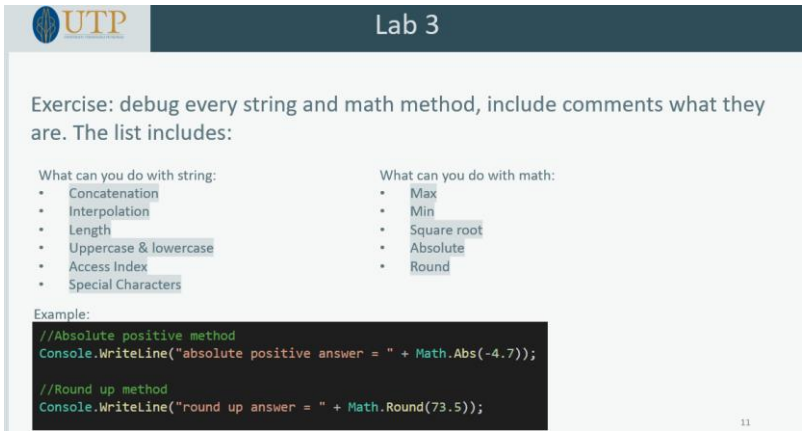
Lab 1



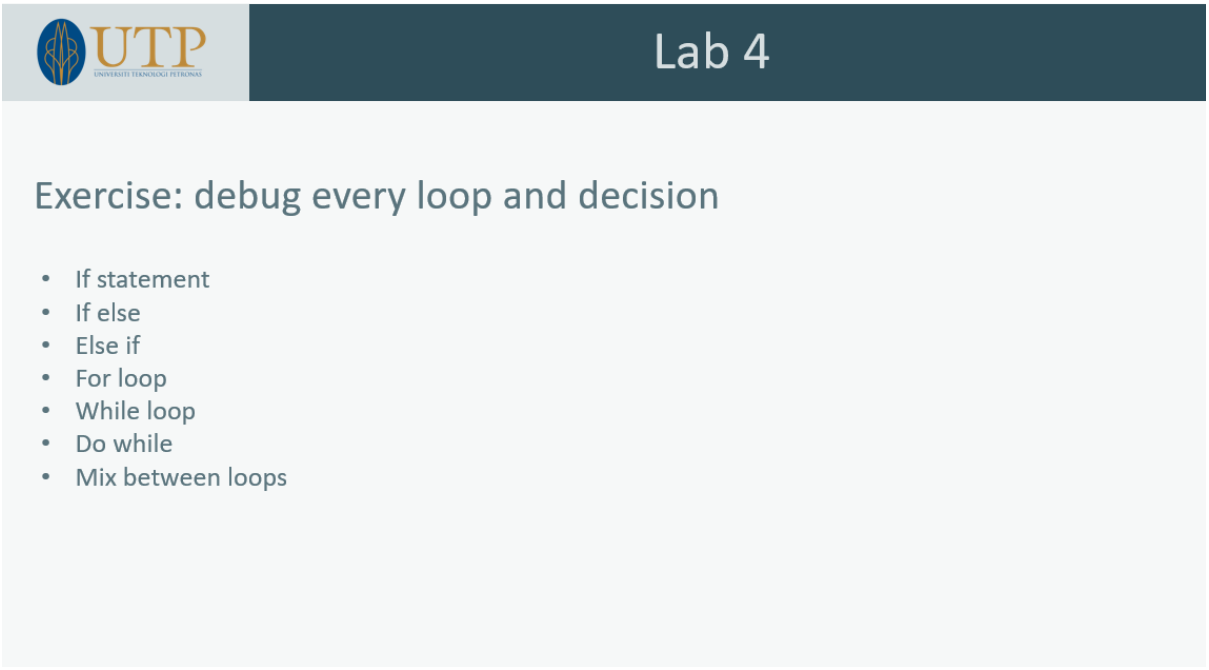
Lab 2 all operators



Lab 3

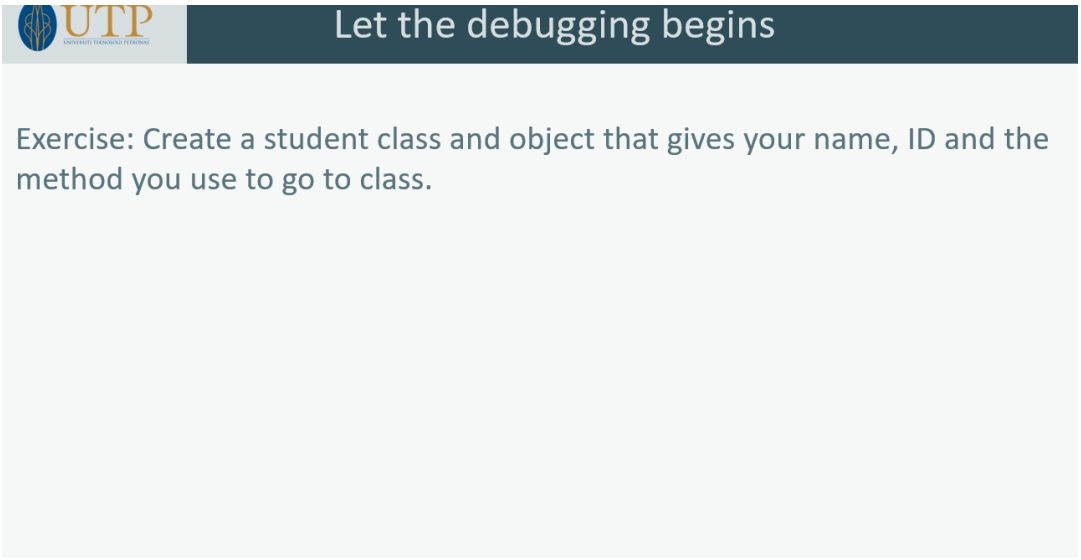


Lab 4



Lab 5

Debugging exercise



Lab 6

Let the debugging begins

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);
    }
}
```


Lab 7

Let the debugging begins

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.