

**Republic of the Philippines**

**POLYTECHNIC UNIVERSITY OF THE PHILIPPINES**

**COLLEGE OF ENGINEERING**

**COMPUTER ENGINEERING DEPARTMENT**

**COEN 3444**

**Object – Oriented Programming**

**FINAL PROJECT**

RETRO RACING

Submitted by:

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**BSCpE V - 1**

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**Final Project: Retro Racing**

1. Final Project: Retro Racing
2. Learning Outcome
   1. Learn to declare and initialize variables and constants.
   2. Learn to use normal and shorthand assignment statements.
   3. Learn to use arithmetic operators (+, -, \*, /, %) in expressions.
   4. Learn to use paretheses toenforce our procdure rules.
3. Equipment / Software Requirement
   1. Personal computer (Laptop / Desktop).
   2. Unity
4. Theoretical Framework
   1. Basic programming knowledge.
   2. Familiarization with the IDE.
   3. Knowledge in C# programming language.
   4. Mathematical knowledge.
5. Procedure / Problem Specification
   1. Create the concept of the game to be created.
   2. Visualize its graphics and identify the needs to create the game.
   3. Create the graphics of the game.
   4. Create the algorithm to achieve the desired result.
   5. Compile the solution.
   6. Run and test the program.
6. Data Gathering
7. Conclusion / Recommendation

In performing this laboratory experiment, I have experienced different ways of declaring and initializing datatypes, coding methods, arithmetic operators and using parentheses. And with all that, I can conclude that knowing a lot about C# expressions can really help a programmer to accomplish the given task. It can make the program more accurate and precise. And in addition, it can help when it comes to verification of the user’s input.

For the future students who will perform this laboratory experiment, I suggest that they further explore the C# expressions given the time. And, even if the allotted time for this experiment is already done, I would recommend for them to continue their curiosity and interest with it for this is a very useful foundation not just for C# programming but also with other programming languages.