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| How To… |
| Repetition material for Object-Oriented Programming with C# |

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# Introduction

This document contains several exercises intended as repetition material for Object-Oriented Programming with C#. The document does not contain detailed discussions of the topics as such, see the other chapters for such discussions.

The material focuses mainly on object-orientation, a bit on control state­ments and – for now – not at all on data structures.

The exercises revolve around two classes **Person** and **Player**, and will contain a lot of variants of these two classes. In order to be able to keep the source code for all exer­cises in a single Visual Studio project – and in order to avoid using explicit name­spaces – these variants are given names like **Person01**, **Person02**, etc.. So, when the exercise text just refers to, say, a “person” class, you should perceive this as the “person” class as a concept, not a specific C# class. The specific classes change from exercise to exercise, as indicated in the exercise texts.

# Exercises

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| **Exercise** | Person.01 |
| **Project** | HowTo |
| **Folder** | Person/01 |
| **Purpose** | Try to use an existing – but empty – class. |
| **Description** | An empty class definition of the class **Person01** is given, in the folder **Person/01**. |
| **Steps** | 1. In **Program.cs** – which is found in the “root” of the project, i.e. not in the **Person/01** folder – delete any content that might already be in the file. 2. In **Program.cs**, now define a variable of type **Person01**, and set it to refer to a new object of type **Person01**. Do all of this in a single line of code. 3. Make sure that the project can compile (right-click on the project, choose ***Build*** from the menu). If it can, your code will be free of syntax errors. 4. **You are done 😊** |
| **Hints** | A variable definition will look like this:  Person01 aPerson;  Creating a new object (of type **Person01**) is done like this:  new Person01(); |

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| **Exercise** | Person.02 |
| **Project** | HowTo |
| **Folder** | Person/02 |
| **Purpose** | Add a single property to a class. |
| **Description** | An empty class definition of the class **Person02** is given, in the folder **Person/02**. |
| **Steps** | 1. In **Program.cs** – which is found in the “root” of the project, i.e. not in the **Person/02** folder – delete any content that might already be in the file. 2. In **Person02.cs**, now add a single property to the class definition.    1. The property should be named **Name**.    2. The property should be of the type **string**.    3. The property should have a **get**, and a **set**.    4. The property should be **public** (what does “public” mean?)    5. The property should be an **auto-property**, i.e. we do not need to add any instance fields to the class. 3. In **Program.cs**, now define a variable of type **Person02**, and set it to refer to a new object of type **Person02**. Do all of this in a single line of code. 4. In the next line (still in **Program.cs**), set the value of the **Name** property on the object you created in step 3. Set it to *“Peter”*. 5. In the next line (still in **Program.cs**), print out the value of the **Name** pro­perty on the object you just created (use the “.” to access the proper­ty). Print it on the screen using the **Console.WriteLine** statement. 6. **You are done 😊**. Don’t worry if there is a green curly line under **Name** in the **Person02** class definition, we will fix this later on. |
| **Hints** | A definition of a public **auto-property** looks like this:  public string Name { get; set; }  Accessing a property on an object looks like this (assuming we have defined a vari­able named **aPerson** which refers to a **Person02** object):  aPerson.Name = "Peter"; // set the value of the property  string name = aPerson.Name; // get the value of the property |

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| **Exercise** | Person.03 |
| **Project** | HowTo |
| **Folder** | Person/03 |
| **Purpose** | Add a constructor to a class definition. Change an existing property to *read-only*. |
| **Description** | A class definition of the class **Person03** is given, in the folder **Person/03**. It corre­sponds to the completed definition of **Person02** in the previous exercise. |
| **Steps** | 1. In **Program.cs** – which is found in the “root” of the project, i.e. not in the **Person/03** folder – delete any content that might already be in the file. 2. We have now made the following decisions about how a Person class should work:    1. When creating a new object, the value for the **Name** property should be set as part of the creation process.    2. It should not be possible to change the value of **Name** after the object has been created. 3. These changes will require us to implement two changes to the definition of the **Person03** class:    1. It must now have a constructor, that sets the value for the **Name** property.    2. The **Name** property should now only have a **get**, i.e. not a **set**. 4. In **Person03.cs**, now add a constructor to the **Person03** class definition:    1. A constructor must have exactly the same name as the class.    2. A constructor must be **public**.    3. A constructor is a method, so it must have **()** after its name, and it must have a code block, starting with **{** and ending with **}**.    4. The constructor must be defined inside the class definition.    5. Since the constructor should set the value of the **Name** property, add code inside the constructors code block to do that. Set the value of **Name** to “Peter”. 5. In **Person03.cs**, now update the definition of the **Person03** property.    1. Delete the **set**, (including the **;** just after it), so only the **get** remains. 6. In **Program.cs**, now define a variable of type **Person03**, and set it to refer to a new object of type **Person03**. Do all of this in a single line of code. 7. In the next line (still in **Program.cs**), try to set the value of the **Name** property on the object you created in step 3. Try to set it to *“Peter”*. Is it possible? It shouldn’t be, since you have removed the **set** from **Name**. 8. In the next line (still in **Program.cs**), print out the value of the **Name** pro­perty on the object you just created (use the “.” to access the proper­ty). Print it on the screen using the **Console.WriteLine** statement. 9. **You are done 😊**. But does this feel like a good implementation of how to handle the **Name** property…? If no, why not…? |
| **Hints** | A constructor looks like this:  public Person03()  {  // This is the code block of the constructor  }  A *read-only* property – i.e., a property which only has a **get** – looks like this:  public string Name { get; } |

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| **Exercise** | Person.04 |
| **Project** | HowTo |
| **Folder** | Person/04 |
| **Purpose** | Add a parameter to the constructor of a class definition. |
| **Description** | A class definition of the class **Person04** is given, in the folder **Person/04**. It corre­sponds to the completed definition of **Person03** in the previous exercise. |
| **Steps** | 1. In **Program.cs** – which is found in the “root” of the project, i.e., not in the **Person/04** folder – delete any content that might already be in the file. 2. It is very inflexible that we can now only create objects which all have the same value for the **Name** property. We therefore decide to update the class definition:    1. When creating a new object, a value for the **Name** property must now be supplied by the creator of the object. 3. These changes will require us to implement two changes to the definition of the **Person04** constructor:    1. The constructor must now take a parameter, which is the initial value for the **Name** property.    2. In the constructor code block, we must use the parameter to set the value of the **Name** property. 4. In **Person04.cs**, now update the constructor definition of the **Person04** class:    1. The constructor should now take one parameter. This parameter is specified between the **(** and the **).**    2. The type of the parameter must be **string**.    3. The name of the parameter is up to you, but you could choose simply to call it **name**.    4. In the constructor code block, use the parameter to set the value of the **Name** property. 5. In **Program.cs**, now define a variable of type **Person04**, and set it to refer to a new object of type **Person04**. Do all of this in a single line of code. Note that it is now not enough to simply write new Person04(). Why is that? Because of the change we just made, the creator of the object must now supply a specific name here! Do this, if you have not already done so. Remember that the name must be specified between the **(** and the **).** 6. In the next line (still in **Program.cs**), print out the value of the **Name** pro­perty on the object you just created (use the “.” to access the proper­ty). Print it on the screen using the **Console.WriteLine** statement. 7. In the next couple of lines line (still in **Program.cs**), repeat the steps 5 and 6, so you create a new variable and object (still of type **Person04**), but this time supply a different name, when you create the **Person04** object. 8. **You are done 😊.** Note that we have now created two **Person04** objects. These objects have the same type, but they have different states. The state of an object is defined as the set of values the properties have at a certain time. In this case, we only have one property, so the value of that property defines the entire state of the object. |
| **Hints** | A constructor with one parameter looks like this:  public Person04(string name)  {  // use the parameter to initialize a property value here  }  Creating a new object will then look like this:  new Person04("Peter"); // Supply a specific value here |

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| **Exercise** | Person.05 |
| **Project** | HowTo |
| **Folder** | Person/05 |
| **Purpose** | Add two additional properties to a class definition. |
| **Description** | A class definition of the class **Person05** is given, in the folder **Person/05**. It corre­sponds to the completed definition of **Person04** in the previous exercise. |
| **Steps** | 1. In **Program.cs** – which is found in the “root” of the project, i.e. not in the **Person/05** folder – delete any content that might already be in the file. 2. We now wish to add more content to the person class, specifically:    1. A new property named **Height**, which represents the height of the person in meters. An initial value for height must be supplied at object creation, but it must also be possible to change its value later.    2. A new property named **Weight**, which represents the weight of the person in kilograms. An initial value for weight must be supplied at object creation, but it must also be possible to change its value later. 3. These additions will require us to implement several changes to the **Person05** class definition:    1. Two new properties **Height** and **Weight** must be added to the class definition. They will both have the type **double**, and must have both a **get** and a **set** (why do they need both…?)    2. The constructor must now take two additional parameters, so the object creator can supply initial values for height and weight.    3. In the constructor code block, we must use these new parameters to set the values for the **Height** and **Weight** properties. 4. In **Person05.cs**, now update the **Person05** class definition:    1. Add two new properties **Height** and **Weight**, as defined in step 3a.    2. Update the constructor parameter list – which is defined between the **(** and the **)** – to take two additional parameters. The parame­ters should both be of type **double**, and you can name them **height** and **weight**. Remember that parameters are separated by a “,”. See the ***Hints*** section, if you are in doubt.    3. Update the constructor code block, such that you use the two new parameters to initialize the value of the **Height** and **Weight** proper­ties. 5. In **Program.cs**, now define a variable of type **Person05**, and set it to refer to a new object of type **Person05**. Do all of this in a single line of code. Note that you must now supply three values instead of just one. 6. In the next three lines (still in **Program.cs**), print out the value of the **Name** pro­perty, then the value of the **Height** property, then the value of the **Weight** property. 7. In the next two lines (still in **Program.cs**), set the **Height** and **Weight** pro­perties to some new values. If you cannot do this, then you have probably left out the **set** in the definition of the properties. 8. Repeat step 6, and confirm that the **Height** and **Weight** pro­perties indeed have been updated to the new values. 9. **You are done 😊.** The state of a person is now defined by the values of three properties instead of just one. |
| **Hints** | A constructor with three parameter looks like this:  public Person05(string name, double height, double weight)  {  // use the parameters to initialize property values here  }  Creating a new object will then look like this:  new Person05("Peter", 1.8, 75); // Supply specific values here |

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| **Exercise** | Person.06 |
| **Project** | HowTo |
| **Folder** | Person/06 |
| **Purpose** | Add a calculated property to the class definition. |
| **Description** | A class definition of the class **Person06** is given, in the folder **Person/06**. It corre­sponds to the completed definition of **Person05** in the previous exercise. |
| **Steps** | 1. In **Program.cs** – which is found in the “root” of the project, i.e. not in the **Person/06** folder – delete any content that might already be in the file. 2. We now wish to add one more property to a person: the BMI (Body-Mass Index). The BMI is calculated as: ***BMI = weight / (height \* height)***. It could be tempting to just addts yet another property, with a **get/set** and so on. However, since we can calculate the **BMI** from the values of two existing properties, we decide to do this instead. 3. In **Person06.cs**, now update the **Person06** class definition, by adding a single new property **BMI** of type **double**, with only a **get**. However, write the **get** like this: get { return Weight / (Height \* Height); }. Remember that the property as such should still look like public double BMI { … }, it is only the part inside the **{ }** we are replacing. 4. In **Program.cs**, now define a variable of type **Person06**, and set it to refer to a new object of type **Person06**. Do all of this in a single line of code. Note that this is done exactly as in the previous exercise. 5. In the next four lines (still in **Program.cs**), print out the value of the **Name** pro­perty, then the value of the **Height** property, then the value of the **Weight** property, then the value of the **BMI** property. 6. In the next two lines (still in **Program.cs**), set the **Height** and **Weight** pro­perties to some new values. 7. Repeat step 6, and confirm that the **Height** and **Weight** pro­perties indeed have been updated to the new values, and that the value of **BMI** has also changed according to the new values for **Height** and **Weight**. 8. **You are done 😊.** Why is this a better solution than just using a standard **BMI** property with a **get** and a **set**…? |
| **Hints** | The full calculated property looks like this:  public double BMI  {  get { return Weight / (Height \* Height); }  } |

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| **Exercise** | Person.07 |
| **Project** | HowTo |
| **Folder** | Person/07 |
| **Purpose** | Add another calculated property to the class definition. |
| **Description** | A class definition of the class **Person07** is given, in the folder **Person/07**. It corre­sponds to the completed definition of **Person06** in the previous exercise. |
| **Steps** | 1. In **Program.cs** – which is found in the “root” of the project, i.e. not in the **Person/07** folder – delete any content that might already be in the file. 2. We now wish to be able to determine if a person is “underweight”, defined as having a BMI of less than 18.5. 3. In **Person07.cs**, now update the **Person07** class definition, by adding a single new property **Underweight** of type **bool**, with only a **get**. However, write the **get** in this way: get { return BMI < 18.5; }. Remember that the property as such should still look like public bool Underweight { … }, it is only the part inside the **{ }** we are replacing. 4. In **Program.cs**, now define a variable of type **Person07**, and set it to refer to a new object of type **Person07**. Do all of this in a single line of code. Note that this is done exactly as in the previous exercise. 5. In the next five lines (still in **Program.cs**), print out the value of the **Name** pro­perty, then the value of the **Height** property, then the value of the **Weight** property, then the value of the **BMI** property, the value of the **Underweight** property. 6. In the next two lines (still in **Program.cs**), set the **Height** and **Weight** pro­perties to some new values (preferably some values that will result in a different value for **Underweight**). 7. Repeat step 6, and confirm that the **Height** and **Weight** pro­perties indeed have been updated to the new values, and that the value of **BMI** and **Underweight** have also changed according to the new values for **Height** and **Weight**. 8. **You are done 😊.** |
| **Hints** | None |

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| **Exercise** | Person.08 |
| **Project** | HowTo |
| **Folder** | Person/08 |
| **Purpose** | Add a method to the class definition. |
| **Description** | A class definition of the class **Person08** is given, in the folder **Person/08**. It corre­sponds to the completed definition of **Person07** in the previous exercise. |
| **Steps** | 1. In **Program.cs** – which is found in the “root” of the project, i.e. not in the **Person/08** folder – delete any content that might already be in the file. 2. We now still wish to be able to determine if a person is “underweight”, but we wish have a more flexible definition of being underweight. More specifically, it should be the client – i.e. that part of the code which uses a person object – which supplies the specific BMI value used for deciding if a person is underweight. 3. Consider if we could do this by adding one more property – say, **BMILimit** – to the person class? It’s probably possible, but should such a limit value be part of the state of a person object…? It doesn’t feel right. Instead, the client should provide this value, whenever the client wants to determine if a person is underweight. This can be done using a **method**. 4. In **Person08.cs**, now update the **Person08** class definition, by adding a method named **IsUnderweight**. The method should be implemented like this (if in doubt, see the ***Hints*** section):    1. It must be **public.**    2. It must have a return type of **bool**.    3. It must take one parameter of type **double**, named **bmiLimit**.    4. In the code block, it must compare the given **bmiLimit** value to the value of the **BMI** property. If **BMI** is smaller than **bmiLimit**, the method must return **true**, otherwise **false**. 5. In **Program.cs**, now define a variable of type **Person08**, and set it to refer to a new object of type **Person08**. Do all of this in a single line of code. Note that this is done exactly as in the previous exercise. 6. In next the line, call the new method **IsUnderweight**. Remember that you must supply a specific value, when you call the method. Also remember that you probably need a variable to hold the result of calling the method (if in doubt, see the ***Hints*** section). 7. Print out the value returned by the method, and verify that it has the expected value. If not, check your implementation of **IsUnderweight**. 8. Repeat step 6 and 7, using some other values as arguments for **IsUnder­weight**. 9. Compare the property **Underweight** to the method **IsUnderweight**. What are the similarities? What are the differences? 10. **You are done 😊.** |
| **Hints** | The definition of a method taking one parameter looks like this:  public bool IsUnderweight(double bmiLimit)  {  // Compare BMI and bmiLimit  }  Calling a method looks like this:  bool result = aPerson.IsUnderweight(19.2); |

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| **Exercise** | Person.09 |
| **Project** | HowTo |
| **Folder** | Person/09 |
| **Purpose** | Add another method to the class definition. |
| **Description** | A class definition of the class **Person09** is given, in the folder **Person/09**. It corre­sponds to the completed definition of **Person08** in the previous exercise. |
| **Steps** | 1. In **Program.cs** – which is found in the “root” of the project, i.e. not in the **Person/09** folder – delete any content that might already be in the file. 2. We now want to be able to print out all data on a person in a simple way. An obvious solution could be simply to add a new method **PrintPerson­Data** to the class definition. 3. In **Person09.cs**, now update the **Person09** class definition, by adding a method named **PrintPersonData**. The method should be implemented like this (if in doubt, see the ***Hints*** section):    1. It must be **public.**    2. It must have a return type of **void** (what does “void” mean…?).    3. It does not take any parameters.    4. In the code block, it must print out the values of all five properties, using **Console.WriteLine**. 4. In **Program.cs**, now define a variable of type **Person09**, and set it to refer to a new object of type **Person09**. Do all of this in a single line of code. Note that this is done exactly as in the previous exercise. 5. In next the line, call the new method **PrintPersonData** (if in doubt, see the ***Hints*** section). If you did not see the expected result, check your imple­men­­tation, fix the error, and try again. 6. **You are done 😊.** **Remember**: printing something on the screen is not the same as “returning a value to the caller”. A method that returns a value to the caller will always:    1. Have a return type that is not **void**.    2. Have the keyword **return** at least once in the code block. |
| **Hints** | The definition of a method taking zero parameters and not returning any value looks like this:  public void PrintPersonData()  {  // Print out property values, using Console.WriteLine.  } |

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| **Exercise** | Person.10 |
| **Project** | HowTo |
| **Folder** | Person/10 |
| **Purpose** | Add a way to return the object state as a string to the class definition. |
| **Description** | A class definition of the class **Person10** is given, in the folder **Person/10**. It corre­sponds to the completed definition of **Person09** in the previous exercise. |
| **Steps** | 1. In **Program.cs** – which is found in the “root” of the project, i.e. not in the **Person/10** folder – delete any content that might already be in the file. 2. We now want to be able to retrieve the object state of a person object in the form of a string. That is, the client of a person object can then “trans­form” the object into a string, and then perhaps print out that string. 3. In **Person10.cs**, now update the **Person10** class definition, by adding a method named **PersonDataAsString**. The method should be implemented like this (if in doubt, see the ***Hints*** section):    1. It must be **public.**    2. It must have a return type of **string.**    3. It does not take any parameters.    4. In the code block, it must construct a string that contains all of the values of the properties, and return it. The specific way to con­struct the string is up to you (if in doubt, see the ***Hints*** section). 4. In **Program.cs**, now define a variable of type **Person10**, and set it to refer to a new object of type **Person10**. Do all of this in a single line of code. 5. In next the line, call the new method **PersonDataAsString.** Use the return­ed value as an argument to **Console.WriteLine**, and see if you get what you expected (if in doubt, see the ***Hints*** section). 6. **You are done 😊.** But consider if we could have used a property instead of a method…? How would you define such a property…? |
| **Hints** | If the person class only contained the **Name** property, this would be enough:  public string PersonDataAsString()  {  return $"{Name}";  }  We can then use the method like this:  Console.WriteLine(aPerson.PersonDataAsString()); |

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| **Exercise** | Person.11 |
| **Project** | HowTo |
| **Folder** | Person/11 |
| **Purpose** | Consider the difference between **PrintPersonData** and **PersonDataAsString** |
| **Description** | A class definition of the class **Person11** is given, in the folder **Person/11**. It corre­sponds to the completed definition of **Person10** in the previous exercise. |
| **Steps** | 1. This is a very short exercise. The only thing to do is to consider the difference between the methods **PrintPersonData** and **PersonDataAs­String**. They serve similar purposes. Why might one be a better approach than the other…? |
| **Hints** | What method ties the class most tightly to being used in a console application? |

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| **Exercise** | Player.01 |
| **Project** | HowTo |
| **Folder** | Player/01 |
| **Purpose** | Implement the first parts of a class from scratch. |
| **Description** | An empty class definition of the class **Player01** is given, in the folder **Player/01**. |
| **Steps** | 1. We will now try to implement a class from scratch. The class is a “player” class, intended to model a player in a role-playing application. 2. The initial requirements for the class are as follows:    1. The class must contain a property called **Name**, of type **string**.    2. The **Name** property should be initialized in the constructor.    3. The initial value of **Name** should be provided as a parameter – of type **string** – to the constructor.    4. The value of **Name** can always be retrieved from a player object, but cannot be changed after the object has been created. 3. Add these features to the **Player01** class. You will need to add two things to the class definition (if in doubt, you can go back and see how the first Person classes were implemented in the earlier exercises):    1. A property called **Name**.    2. A constructor. 4. In **Program.cs** – which is found in the “root” of the project, i.e. not in the **Player/01** folder – delete any content that might already be in the file. 5. In **Program.cs**, now define a variable of type **Player01**, and set it to refer to a new object of type **Player01**. Do all of this in a single line of code. 6. In the next line, print out the value of the **Name** property for the object you created (use the “.” on the variable which refers to the object). 7. In the next line, try to set the value of the **Name** property on the object you created in step 5, to a different value. Is it possible? It shouldn’t be, since **Name** should only contain the **get** (why not the **set**…?) 8. **You are done 😊.** |
| **Hints** | No hints here, but check some of the first Person classes if in doubt about any of the steps. |

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| **Exercise** | Player.02 |
| **Project** | HowTo |
| **Folder** | Player/02 |
| **Purpose** | Add a property to the Player class |
| **Description** | A class definition of the class **Player02** is given, in the folder **Player/02**. It corre­sponds to the completed definition of **Player01** in the previous exercise. |
| **Steps** | 1. We will now add a new property **LifePoints** to the player class. Life points model the health of a player; the more life points, the healthier the player is (more features relating to life points will be added in later exercises). 2. In order to implement this new property, you must add (or update) some elements of the **Player02** class definition    1. Add a new property named **LifePoints**, of type **int**. It should at all times be possible to retrieve and change the value of the property.    2. In the code block of the existing constructor, set the value of **Life­Points** to 100.    3. Add a new constructor (remember that it is perfectly fine to define more than one constructor for a class), which takes a name and an initial life point value as parameters. Use the parameters to initia­lize **Name** and **LifePoints** in the constructor code block. 3. In **Program.cs** – which is found in the “root” of the project, i.e. not in the **Player/02** folder – delete any content that might already be in the file. 4. In **Program.cs**, now define a variable of type **Player02**, and set it to refer to a new object of type **Player02**. Do all of this in a single line of code. You are free to use either one of the constructors (in in doubt, see the **Hints** section). 5. In the next lines, experiment a bit with retrieving and setting the values of **Name** and **LifePoints**, and printing out their values. Can you change the value of **LifePoints** after the object has been created? If not, you might have forgotten to include a **set** for **LifePoints**. 6. **You are done 😊.** |
| **Hints** | You should now be able to create a player in both these ways:  Player02 playerA = new Player02("Anne");  Player02 playerB = new Player02("Benny", 85); |

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| **Exercise** | Player.03 |
| **Project** | HowTo |
| **Folder** | Player/03 |
| **Purpose** | Add two methods to the Player class |
| **Description** | A class definition of the class **Player03** is given, in the folder **Player/03**. It corre­sponds to the completed definition of **Player02** in the previous exercise. |
| **Steps** | 1. In a typical role-playing game, a player will – over time – lose and gain life points. The player may lose life points if being attacked, and may gain life points by e.g. being healed, taking medicine or perhaps just resting. In any case, we would now like to add two methods that can either increase or decrease the life points value. This may at first seem unnecessary, since we can just set the value of the **LifePoints** property to whatever we want… Still, there are good reasons to create such methods as well, as we will see later. For now, we will just add these two new methods. 2. We will therefore need to add/update the class definition as follows (if in doubt about defining a method, see the **Hints** section):    1. Add a new method named **RaiseLifePoints**. The method should take one parameter named **points**, of type **int**. The method should not return anything. In the method code block, **LifePoints** should be increased with **points**.    2. Add a new method named **LowerLifePoints**. The method should take one parameter named **points**, of type **int**. The method should not return anything. In the method code block, **LifePoints** should be decreased with **points**.    3. Update the **LifePoints** property such that it is no longer possible for a client to directly change its value. By “directly”, we mean that it should no longer be possible to update the value of **LifePoints** like this: player.LifePoints = 55. Note, however, that it must still be possible for the two new methods to update the value of **LifePoints**, so we cannot just remove the **set** completely… but we could change how “accessible” it is (This is a bit tricky. If in doubt, see the **Hints** section). 3. In **Program.cs** – which is found in the “root” of the project, i.e. not in the **Player/03** folder – delete any content that might already be in the file. 4. In **Program.cs**, now define a variable of type **Player03**, and set it to refer to a new object of type **Player03**. Do all of this in a single line of code. 5. In the next lines, experiment a bit with raising and lowering the **LifePoints** value by using both methods (if in doubt about calling a method, see the **Hints** section), and print out their values to confirm that the methods work as expected. 6. Can you still change the value of **LifePoints** directly after the object has been created (as shown in Step 2c))? If so, you might have forgotten to delete the **set** for **LifePoints**. 7. **You are done 😊.** |
| **Hints** | A method which takes one parameter and does not return anything looks like this:  public void LowerLifePoints(int points)  {  // Use ”points” for something...  }  A property which allows updating of its value by the methods in the class, but not by a client (i.e. code that uses objects of this class), looks like this:  public int LifePoints { get; private set; }  Calling a method on an object looks like this:  player.RaiseLifePoints(25); |

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| **Exercise** | Player.04 |
| **Project** | HowTo |
| **Folder** | Player/04 |
| **Purpose** | Update methods with parameter validation |
| **Description** | A class definition of the class **Player04** is given, in the folder **Player/04**. It corre­sponds to the completed definition of **Player03** in the previous exercise. |
| **Steps** | 1. The names of the two new methods (**RaiseLifePoints** and **LowerLifePoints**) should help to make their intentions clear. Still, what if you e.g. called **Raise­LifePoints** like this: player.RaiseLifePoints(-20)? That would be in contradiction with the intention. It should ideally not be possible to call these methods with negative values. That is unfortunately not possi­ble, but we can at least make it so that nothing happens if the methods are called with negative values. 2. In order to add this feature, you now need to update the code blocks for both methods, such that they only change the value of **LifePoints** if **points** has a non-negative value. If **points** is negative, nothing should happen. If in doubt, see the **Hints** section. 3. In **Program.cs** – which is found in the “root” of the project, i.e. not in the **Player/04** folder – delete any content that might already be in the file. 4. In **Program.cs**, now define a variable of type **Player04**, and set it to refer to a new object of type **Player04**. Do all of this in a single line of code. 5. In the next lines, experiment a bit with raising and lowering the **LifePoints** value by using both methods, and print out their values to confirm that the methods work as expected, including that the values must not change, if the methods are called with negative values. 6. **You are done 😊.** |
| **Hints** | We should probably use an **if**-statement here, like this:  public void RaiseLifePoints(int points)  {  if (// write the condition here)  {  // Whatever that needs to happen if  // the condition is true.  }  } |

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| **Exercise** | Player.05 |
| **Project** | HowTo |
| **Folder** | Player/05 |
| **Purpose** | Add a calculated property to the class definition |
| **Description** | A class definition of the class **Player05** is given, in the folder **Player/05**. It corre­sponds to the completed definition of **Player04** in the previous exercise. |
| **Steps** | 1. We now wish to add one more property **IsDead** to a player. The definition of being dead is as such simple: if your life points are zero or less, you are dead. In other words: the value of **IsDead** can be calculated from the value of **LifePoints**. 2. We therefore need to add a new property **IsDead** of type **bool** to the **Player05** class definition. However, write the **get** like this: get { return LifePoints <= 0; }. Remember that the property as such should still look like public bool IsDead { … }, it is only the part inside the **{ }** we are replacing. 3. In **Program.cs** – which is found in the “root” of the project, i.e. not in the **Player/05** folder – delete any content that might already be in the file. 4. In **Program.cs**, now define a variable of type **Player05**, and set it to refer to a new object of type **Player05**. Do all of this in a single line of code. 5. In the next lines, experiment a bit with raising and lowering the **LifePoints** value, and also retrieve the value of **IsDead**. Print out their values to con­firm that the relation between the properties is as defined in Step 1. 6. Why is this approach better than defining **IsDead** as a “standard” property with a **get** and a **set**…? 7. **You are done 😊.** |
| **Hints** | No hints here. |

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| **Exercise** | Player.06 |
| **Project** | HowTo |
| **Folder** | Player/06 |
| **Purpose** | Add another method to the Player class |
| **Description** | A class definition of the class **Player06** is given, in the folder **Player/06**. It corre­sponds to the completed definition of **Player05** in the previous exercise. |
| **Steps** | 1. Another typical feature of a role-playing game is the ability for a player to “deal damage” to another player. Dealing damage will thus lower the life points of the player being damaged. Until now, our player class can indeed “receive” damage being dealt, through the **LowerLifePoints** method, but a player cannot deal damage. 2. We will therefore now add a new method **DealDamage** to the player class. The intention is that a call of the method will return a number, which represents – measured in life points – the damage dealt. This number can then be used in a call of **LowerLifePoints** on another player object (we will not use the number for that purpose in this exercise). 3. Now implement the new method **DealDamage** like this:    1. It has return type **int**.    2. It does not take any parameters.    3. It always returns the number 15. 4. In **Program.cs** – which is found in the “root” of the project, i.e., not in the **Player/06** folder – delete any content that might already be in the file. 5. In **Program.cs**, now define a variable of type **Player06**, and set it to refer to a new object of type **Player06**. Do all of this in a single line of code. 6. In the next lines, call the new method a couple of times on the player object, and print out the value returned by the method. 7. Not surprisingly, the method always returns 15… which is just as specified, but probably not particularly useful. We will improve this in the next exer­cise, but for now… 8. **You are done 😊.** |
| **Hints** | No hints here |

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| **Exercise** | Player.07 |
| **Project** | HowTo |
| **Folder** | Player/07 |
| **Purpose** | Call one method from another method |
| **Description** | A class definition of the class **Player07** is given, in the folder **Player/07**. It corre­sponds to the completed definition of **Player06** in the previous exercise, plus a bit of extra code. |
| **Steps** | 1. It is not very useful that the method **DealDamage** always return 15. There will often be an element of randomness in deciding the damage dealt by a player, and we will now introduce as such element, by changing the way **DealDamage** works. 2. Look in the **Player07** class definition. You will see that it now contains a new method named **GetRandomNumber**. Don’t worry about how the method is implemented, only worry about how you call the method. 3. Now update the code block of **DealDamage**, such that it uses the method **GetRandomNumber** to return a random integer number between 10 and 50. Remember that since this is just a method that calls another method in the same class definition, we call the method just by writing its name and provide specific values as arguments (if in doubt, see the **Hints** section) 4. In **Program.cs** – which is found in the “root” of the project, i.e. not in the **Player/07** folder – delete any content that might already be in the file. 5. In **Program.cs**, now define a variable of type **Player07**, and set it to refer to a new object of type **Player07**. Do all of this in a single line of code. 6. In the next lines, call the updated **DealDamage** a few (at least five) times on the player object, and print out the values returned by the method. Now the method – hopefully – returns a random number in the specified interval. 7. **You are done 😊.** |
| **Hints** | The method **GetRandomNumber** should be called like this:  GetRandomNumber(10,50); |

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| **Exercise** | Player.08 |
| **Project** | HowTo |
| **Folder** | Player/08 |
| **Purpose** | Using a **for**-loop |
| **Description** | A class definition of the class **Player08** is given, in the folder **Player/08**. It corre­sponds to the completed definition of **Player07** in the previous exercise.  **NB**: this exercise does not involve any updates to the player class! |
| **Steps** | 1. The values returned by **DealDamage** should be in the interval 10 to 50, both values included. Also, the values should be evenly distributed in this interval. This should imply that the average damage dealt is (10 + 50)/2 = 30. How can we verify this? We can e.g. call **DealDamage** a lot of times – say, 1000 times – and find the average value of all the returned values. Not difficult… but how do we call **DealDamage** 1000 times? We do this with a **for**-loop. 2. In **Program.cs** – which is found in the “root” of the project, i.e. not in the **Player/08** folder – delete any content that might already be in the file. 3. In **Program.cs**, now define a variable of type **Player08**, and set it to refer to a new object of type **Player08**. Do all of this in a single line of code. 4. In the next lines, write a **for**-loop, which will iterate 1000 times. If in doubt about how to write this, see the **Hints** section. 5. Inside the **for**-loop code block, do a call of **DealDamage**, and print the returned value (just as in the previous exercise). Run the program… we probably see the result of 1000 calls, but it is not very useful for calculating an average, unless you want to manually write down all those values… 6. Let’s do better:    1. In a line of code just before the **for**-loop, define a variable named **sum** of type **int**, and initialize it to 0 (zero).    2. Inside the **for**-loop code block, remove the call of **Console.Write­Line**, but keep the call of **DealDamage**.    3. Also inside the **for**-loop code block, add the value returned by **Deal­Damage** to **sum** (if in doubt, see the **Hints** section).    4. In a line of code just after the **for**-loop, print out the value of **sum**. 7. What value should we expect **sum** to have? If the average damage is 30, and we call **DealDamage** 1000 times, **sum** ought to be close to 30 x 1000 = 30000. Hopefully, you see that as well. Try to run the program a couple of times. You will probably see that the sum varies a little from run to run, but is always relatively close to 30000. You could also try to run the pro­gram with 1000000 iterations. 8. **You are done 😊.** |
| **Hints** | A **for**-loop which iterates 1000 times looks like this:  for (int i = 0; i < 1000; i++)  {  // Do something  }  Adding a value to a variable looks like this:  sum = sum + damage;  It can also be written like this:  sum += damage; |

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| **Exercise** | Player.09 |
| **Project** | HowTo |
| **Folder** | Player/09 |
| **Purpose** | See two objects collaborate |
| **Description** | A class definition of the class **Player09** is given, in the folder **Player/09**. It corre­sponds to the completed definition of **Player08** in the previous exercise, with some small modifications (we only have one constructor now).  **NB**: In this exercise, we also use the class **Sword**, found in the **Utilities** folder. |
| **Steps** | 1. In a role-playing game, the ability to deal damage is often dependent on several factors, one typical factor being the weapon – say, a sword or a club – a player is using. To model this in our example, we have now defined a **Sword** class. Start out by examining that class. Consider these questions:    1. How many properties does the class contain?    2. How many constructors does the class contain?    3. How many methods does the class contain? How many of these methods can an external client of the class call?    4. What does *static* mean? 2. We now want to model a scenario where a player uses a sword. In order to do this, we need to make these changes to the **Player09** class:    1. Add a **private** instance field named **\_sword** to the class. The type of the instance field should be **Sword**. If in doubt about how to de­fine an instance field, see the **Hints** section.    2. Initialize the instance field in the constructor. The instance field should refer to a new **Sword** object. This is just like initializing a variable, as you have now done several times in **Program.cs**.    3. Change the implementation of **DealDamage**, such that it uses the **Sword** object – which **\_sword** now refers to – for calculating the damage dealt.    4. Remove the helper method **GetRandomNumber** and the static instance field **\_random**, since they are not needed any more. 3. In **Program.cs** – which is found in the “root” of the project, i.e. not in the **Player/09** folder – delete any content that might already be in the file. 4. In **Program.cs**, now define a variable of type **Player09**, and set it to refer to a new object of type **Player09**. Do all of this in a single line of code. 5. In the next lines, call **DealDamage** a few times on the player object, and print out the values returned by the method (you can also use a **for**-loop like in the previous exercise, if you feel comfortable with it). You should see values between 5 and 25, since this is the damage interval for the sword, if you have constructed it using the default constructor (remember that **Sword** has two constructors). 6. In the **Player09** constructor, now change the initialization of **\_sword**, to use the **Sword** constructor which takes two arguments instead (set them to 20 and 100). 7. Re-run the program, without any changes to **Program.cs**. You should now see that the damage is indeed between 20 and 100. 8. Consider this question: What sort of relation do the classes **Player** and **Sword** have? Is it a **composition** or an **aggregation**? 9. **You are done 😊.** |
| **Hints** | An instance field definition looks like this:  private Sword \_sword; |

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| **Exercise** | Player.10 |
| **Project** | HowTo |
| **Folder** | Player/10 |
| **Purpose** | Change class relation from composition to aggregation. |
| **Description** | A class definition of the class **Player10** is given, in the folder **Player/10**. It corre­sponds to the completed definition of **Player09** in the previous exercise.  **NB**: In this exercise, we also use the class **Sword**, found in the **Utilities** folder. |
| **Steps** | 1. Letting a player use a sword is an improvement, but it is also somewhat inflexible that the specific choice of sword is “hard-coded” into the player class (it is the player class which creates a sword object). It would be more flexible if a specific sword was supplied to the player object when the player object itself is created. We will now update the **Player10** class definition to make this possible. 2. You must therefore make the following changes to the **Player10** class:    1. Add a third parameter to the constructor. The new parameter should be named **sword**, and have the type **Sword**.    2. In the constructor, use **sword** to initialize the **\_sword** instance field, such that **Player10** does not create a **Sword** object itself. 3. In **Program.cs** – which is found in the “root” of the project, i.e. not in the **Player/10** folder – delete any content that might already be in the file. 4. In **Program.cs**, now define a variable of type **Sword**, and set it to refer to a new object of type **Sword**. Do all of this in a single line of code. 5. In the next line,now define a variable of type **Player10**, and set it to refer to a new object of type **Player10**. Do all of this in a single line of code. **NB:** now you need to supply the **Sword** object you just created as an argument to the **Player10** constructor! If in doubt, see the **Hints** section. 6. In the next lines, call **DealDamage** a few times on the player object, and print out the values returned by the method. Check that they are consis­tent with the sword object you created. 7. In **Program.cs**, now change the initialization ofthe **Sword** object by chan­ging the min- and max-damage values. 8. Re-run the program, and check that the damage values have changed accor­dingly. 9. Finally consider why this solution is an improvement over the previous solution. Has the coupling between Player and Sword become more loose or more tight? 10. **You are done 😊.** |
| **Hints** | The object creation code in **Program.cs** will look something like this:  Sword sword = new Sword(15, 80);  Player10 player = new Player10("Per", 200, sword); |

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| **Exercise** | Player.11 |
| **Project** | HowTo |
| **Folder** | Player/11 |
| **Purpose** | Implement a more complex logic, using control statements.  Use an interface to achieve even looser coupling. |
| **Description** | A class definition of the class **Player11** is given, in the folder **Player/11**. It corre­sponds to the completed definition of **Player10** in the previous exercise.  **NB**: In this exercise, we also use the class **Sword**, found in the **Utilities** folder.  **NB**: We also use the incomplete class **DamageTester**, found in the **Utilities** folder.  **NB**: We also use the interface **IPlayer**, found in the **Utilities** folder. |
| **Steps** | 1. Testing if the damage dealt by a player object is as expected is a bit tedi­ous. We will therefore create a class which can run a test of a player object w.r.t. damage dealt. An incomplete version of such a class – named **DamageTester** – is found in the **Utilities** folder. 2. Your first job is to implement the **TestPlayerDamage** method in the **DamageTester** class, according to the specification written in the class definition. This is a fairly complex task… one approach could be first to think about how you would do this manually. How would you keep track of the various values, etc.? 3. Next, you should – in **Program.cs** – create the objects needed to run a test. You will need to create a **Sword** object, a **Player11** object, and a **DamageTester** object. Once these objects are created, you should be able to call **TestPlayerDamage** on the **DamageTester** object. 4. Experiment a bit with testing, by varying the min/max-damage for the sword, and the number of runs. 5. **DamageTester** is a very useful class… but in this form, in only works for testing **Player11** objects (try creating a **Player10** object, and try to call **TestPlayerDamage** with that object. It won’t work…). We can improve this by using the **IPlayer** interface (what is an “interface”…?)! 6. Update **TestPlayerDamage** such that the first parameter has the type **IPlayer**. Also, let **Player11** implement that interface (if in doubt, see the **Hints** section). Re-run the program; the code you wrote in **Program.cs** should still work, but using a **Player10** object still doesn’t work. 7. Now update **Player10** such that it also implements **IPlayer**. See if you can now test a **Player10** object as well. 8. See how far back you can go in the set of **Player…** classes, w.r.t. letting them implement **IPlayer**. It should be all classes from **Player06** and beyond. Now you should be able to test player objects of all these types! 9. If you feel really adventurous: maybe we can also use the interface con­cept w.r.t. weapons, so a player is not restricted to having a sword as a wea­pon…? Try to define such an interface, change the player class accor­dingly, and create some alternative weapon classes. This is a difficult and large task, but see how far you can push it. 10. **You are done 😊.** |
| **Hints** | If a class must implement an interface, it will look like this:  public class Player11 : IPlayer |