**CSIS 336: C# .NET Programming**

**Spring 2014**

**Project 1**

**Objectives**:

Use Visual Studio 2013 to learn how to deal with classes, objects and methods; use inheritance and polymorphism; declare and implement interfaces.

**Description:**

Study chapters 1-8, 10-13.

Exercises:

* Chapter 4 – 4.12
* Chapter 7 – 7.36
* Chapter 10 – 10.5, 10.7, 10.8, 10.9
* Chapter 11 – 11.8
* Chapter 12 – 12.10, 12.13

Observe the design principles and design patterns discussed in the related chapters. For the client tier use the provided code.

**Scoring Rubrics**

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| **#** | **Exercises** | **Score (%)** |
| **1** | Design principles and design patterns | 10 |
| **2** | 4.12, 7.36 | 20 |
| **1** | 10.5, 10.7, 10.8, 10.9 | 40 |
| **2** | 11.8 | 10 |
| **3** | 12.10, 12.13 | 20 |
|  |  | 100 |