

SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

---

## 1.2P - Object Oriented Hello World

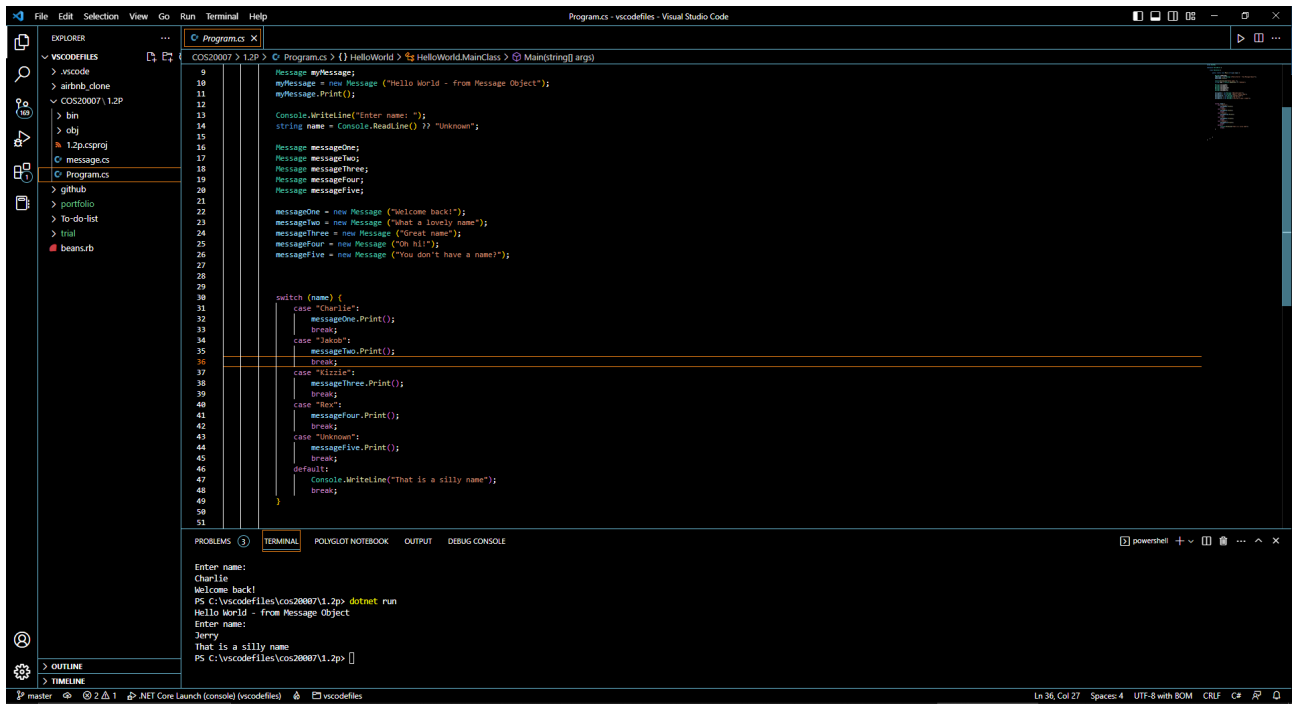
---

PDF generated at 16:22 on Sunday 5<sup>th</sup> March, 2023

```
1  using System;
2
3  namespace HelloWorld {
4
5      class MainClass {
6
7          public static void Main (string[] args) {
8
9              Message myMessage;
10             myMessage = new Message ("Hello World - from Message Object");
11             myMessage.Print();
12
13             Console.WriteLine("Enter name: ");
14             string name = Console.ReadLine() ?? "Unknown";
15
16             Message messageOne;
17             Message messageTwo;
18             Message messageThree;
19             Message messageFour;
20             Message messageFive;
21
22             messageOne = new Message ("Welcome back!");
23             messageTwo = new Message ("What a lovely name");
24             messageThree = new Message ("Great name");
25             messageFour = new Message ("Oh hi!");
26             messageFive = new Message ("You don't have a name?");
27
28
29
30             switch (name) {
31                 case "Charlie":
32                     messageOne.Print();
33                     break;
34                 case "Jakob":
35                     messageTwo.Print();
36                     break;
37                 case "Kizzie":
38                     messageThree.Print();
39                     break;
40                 case "Rex":
41                     messageFour.Print();
42                     break;
43                 case "Unknown":
44                     messageFive.Print();
45                     break;
46                 default:
47                     Console.WriteLine("That is a silly name");
48                     break;
49             }
50
51
52
53
```

```
54  
55         }  
56     }  
57 }
```

```
1  using System;
2
3  namespace HelloWorld {
4
5      public class Message {
6
7          private string _text;
8          public Message(string text) {
9
10             _text = text;
11
12         }
13
14         public void Print() {
15
16             Console.WriteLine(_text);
17
18         }
19     }
20 }
```



The screenshot shows the Visual Studio Code interface with a C# program open in the editor. The program is a simple console application that prompts the user for a name and prints a message based on the input. The code is as follows:

```
9 Message myMessage;  
10 myMessage = new Message("Hello World - from Message Object");  
11 myMessage.Print();  
12  
13 Console.WriteLine("Enter name:");  
14 string name = Console.ReadLine();  
15  
16 Message messageOne;  
17 Message messageTwo;  
18 Message messageThree;  
19 Message messageFour;  
20 Message messageFive;  
21  
22 messageOne = new Message("Welcome back!");  
23 messageFive = new Message("What a lovely name!");  
24 messageThree = new Message("Great name!");  
25 messageFour = new Message("Oh hi!");  
26 messageFive = new Message("You don't have a name!");  
27  
28  
29  
30 switch (name) {  
31     case "Charlie":  
32         messageOne.Print();  
33         break;  
34     case "Jakob":  
35         messageTwo.Print();  
36         break;  
37     case "Kittie":  
38         messageThree.Print();  
39         break;  
40     case "Alex":  
41         messageFour.Print();  
42         break;  
43     case "Unknown":  
44         messageFive.Print();  
45         break;  
46     default:  
47         Console.WriteLine("That is a silly name");  
48         break;  
49 }  
50  
51
```

The terminal output shows the program's execution:

```
Enter name:  
Charlie  
Welcome back!  
PS C:\vscodefiles\cos20007\1.2p> dotnet run  
Hello World - from Message Object  
Enter name:  
Jerry  
That is a silly name  
PS C:\vscodefiles\cos20007\1.2p>
```

