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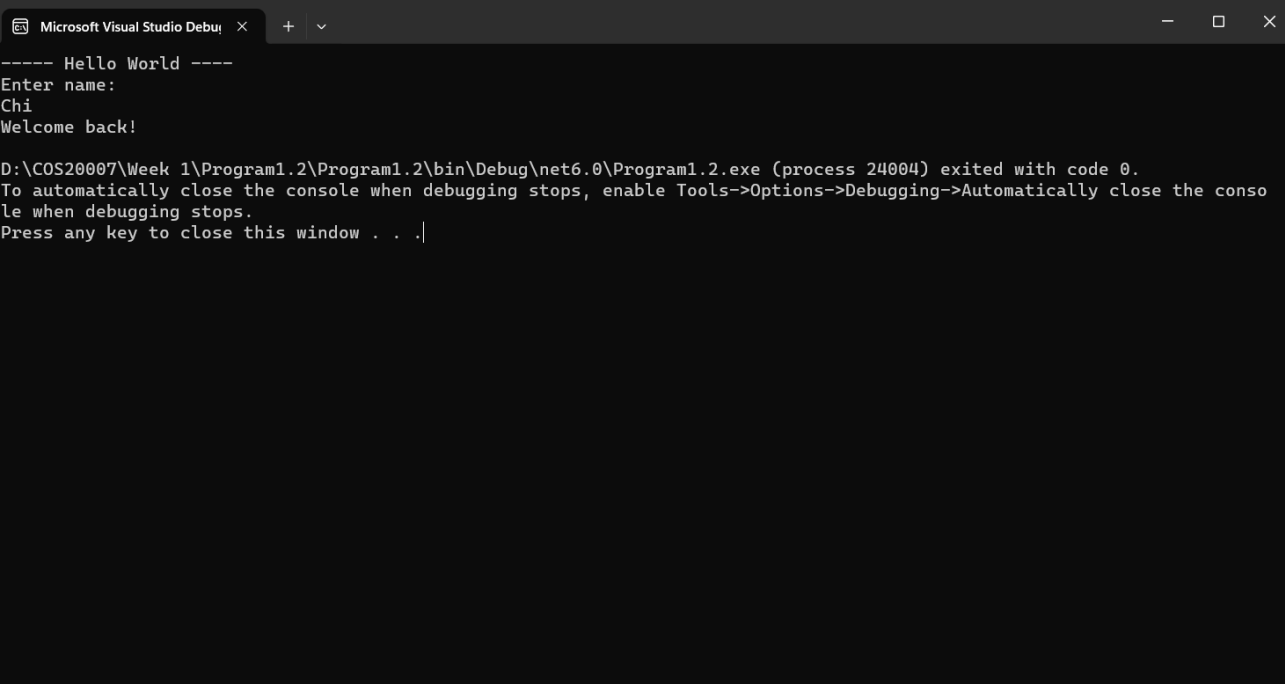
COS20007 OBJECT ORIENTED PROGRAMMING

Object Oriented Hello World

PDF generated at 13:24 on Saturday 25$^{\text{th}}$ November, 2023

```csharp
using System;

namespace Program1._2
{
    public static class Program
    {


    public static void Main(string[] args)
    {

        Message[] messages = new Message[4];
        messages[0] = new Message("Welcome back!");
        messages[1] = new Message("What a bad name");
        messages[2] = new Message("Great name");
        messages[3] = new Message("Who are you?");

        Message myMessage = new Message("----- Hello World ----");
        myMessage.Print();

        Console.WriteLine("Enter name:");
        string line = Console.ReadLine();

        if (!string.IsNullOrEmpty(line))
        {
            switch (line)
            {
                case "Chi":
                    messages[0].Print();
                    break;
                case "Nhat":
                    messages[1].Print();
                    break;
                case "Linh":
                    messages[2].Print();
                    break;
                default:
                    messages[3].Print();
                    break;
            }
        }
        else
        {
            Console.WriteLine("Error, please re-enter your value");
        }

    }
    }



}
```

```
1   using System;
2   using System.Collections.Generic;
3   using System.Linq;
4   using System.Text;
5   using System.Threading.Tasks;
6
7   namespace Program1._2
8   {
9
10      public class Message
11      {
12          private string _text;
13
14          public Message(string text)
15          {
16              _text = text;
17          }
18
19          public void Print()
20          {
21              Console.WriteLine(_text);
22          }
23
24      }
25  }
```

```
Message.cs        Program.cs  ⊹ ✕
C# Program1.2                                    ▼  ⚙ Program1._2.Program              ▼  ⬡ Main(string[] args)                        ▼  ✛
       6          {
       7
       8
                  0 references
       9     ⊟    public static void Main(string[] args)
      10          {
      11
      12              Message[] messages = new Message[4];
      13              messages[0] = new Message("Welcome back!");
      14              messages[1] = new Message("What a bad name");
      15              messages[2] = new Message("Great name");
      16              messages[3] = new Message("Who are you?");
      17
      18              Message myMessage = new Message("----- Hello World ----");
      19              myMessage.Print();
      20
 ●    21 ⑨          Console.WriteLine("Enter name:");
      22              string line = Console.ReadLine();
      23
      24     ⊟      if (!string.IsNullOrEmpty(line))
      25          {
      26     ⊟          switch (line)
      27              {
      28     ⊟              case "Chi":
      29                        messages[0].Print();
      30                        break;
      31     ⊟              case "Nhat":
      32                        messages[1].Print();
      33                        break;
      34     ⊟              case "Linh":
      35                        messages[2].Print();
      36                        break;
      37     ⊟              default:
      38                        messages[3].Print();
      39                        break;
      40                }
      41            }
      42     ⊟      else
      43            {
101 %   ▼ 🔊   ⊗ 0   ⚠ 1    ↑   ↓  |  ✅▼                                          Ln: 21   Ch: 42   SPC   CRLF
```