# IT 230 Coding Activity Submission Template

Submit your work on the coding activities for Modules One, Two, Three, Four, and Six in this document. In addition to this document, you should submit a ZIP file containing all your Visual Studio project files and source code that can be run in Visual Studio on a different computer.

For each coding activity, complete the following steps:

* Download and rename this document to meet the file naming conventions requested in the assignment instructions.
* Fill in the required information below by replacing the bracketed text with the relevant information.
* Submit this document and your ZIP file for grading and feedback. Your ZIP file should follow the same naming conventions.

Document your work in the coding activity by completing each of the following items:

1. Provide a screenshot of the output that resulted from running your program successfully in Visual Studio. See the coding assignment instructions for an example of what should be included in the screenshot. Your screenshot must include the following elements:
   1. Your last name as the first printed text on the screen
   2. Verification that the program is fully functioning and data results are accurate for the given problem

A screenshot of a computer

Description automatically generated

1. Copy and paste the source code text you wrote for this assignment from the \*.cs file into the space below. Only providing the \*.cs files or a screenshot does not meet the requirements for this part of the assignment. Code should be logically organized. It should also follow proper syntax and conventions noted in the Coding Activity Guidelines and Rubric.

namespace CreateClassesObjs

{

internal class Course

{

private string course;

// Method to set the course name

public void setName(string courseName)

{

course = courseName;

}

// Method to retrieve the course name

public string getName()

{

return course;

}

// Override ToString method to return the course name

public override string ToString()

{

return course;

}

}

}

1. Show that you understand the task by explaining the design of your program in the space below. Include the process and steps you took to write your code. Explain how you arrived at the solution to the problem and completed the activity.

The course class features a private string field for its name, with methods to set and retrieve this value, along with an overridden ToString() method for WPF display. I wrote the methods based off what the instructions required.

1. Reflect on your learning experience and what you learned from completing the activity.

A key lesson learned is the importance of encapsulation in object-oriented programming. This approach enhances data integrity and control over how data is accessed. Additionally, properly representing objects through the ToString() method is crucial for aligning UI displays with user expectations, leading to cleaner code and better collaboration.