## SWINBURNE UNIVERSITY OF TECHNOLOGY

## COS20007 OBJECT ORIENTED PROGRAMMING

## 1.2P - Object Oriented Hello World

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File 1 of 4 Program class

```
using System;
   namespace HellWorld
3
        class MainClass
5
        {
6
            public static void Main(string[] args)
                Message myMessage;
                myMessage = new Message ("Hello World - from Message Object");
                myMessage.Print ();
12
13
                     Message[] aMessage = new Message[5];
15
                     aMessage[0] = new Message("Welcome back!");
17
                     aMessage[1] = new Message("What a lovely name");
18
                     aMessage[2] = new Message("Great name");
19
                     aMessage[3] = new Message("Oh hi!");
20
                     aMessage[4] = new Message("That is a silly name");
22
                     Console.WriteLine("Enter a name: ");
23
                     string name = Console.ReadLine();
24
25
                 if (name.ToLower() == "mark")
26
                 {
27
                     aMessage[0].Print();
29
                 else if (name.ToLower() == "fred")
30
31
                     aMessage[1].Print();
32
                 else if (name.ToLower() == "wilma")
34
                 {
35
                     aMessage[2].Print();
36
                 }
37
                 else if (name.ToLower() == "alice")
38
                 {
39
                     aMessage[3].Print();
40
                 }
41
                 else
42
43
                     aMessage[4].Print();
                 }
46
47
48
49
50
            }
51
        }
52
   }
53
```

File 2 of 4 Message class

```
public class Message
2
            private string _text;
            public Message(string text)
                _text = text;
            }
            public void Print()
10
11
                Console.WriteLine(_text);
12
13
        }
14
15
16
17
18
```



