# 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

AI-generated content may be incorrect.

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.

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace CreateClasses

{

public class Course

{

// Private field to hold course name

private string name;

// Set name of course

public void setName(string name)

{

this.name = name;

}

// Get name of course

public string getName()

{

return this.name;

}

// Override To string to return course name

public override string ToString()

{

return this.name;

}

}

}

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 purposes of the program was to allow the program itself to manage and display course names through class instances to do this I implemented a private string to hold course names called “name” and then set course name in the form of “setName” and another to retrieve it that of which being “getname” to make sure that they would properly be allocated into the right area with the correct information lastly I had to override the “ToString” with the course name to ensure it printed and resulted in the correct name being chosen ensuring best results.

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

What I learned best from this activity was how certain functions can work with other programs on different files and the interactions between the two. At first, it was a lot of trial and error, but I feel in the end I really came into my own and did well with it. My biggest hiccup, however, was probably integrating these seamlessly without issue, as well as ensuring these integrations aren’t hurting one another, which is something I ended up doing at first. However, in the end, I felt I did well and learned how to integrate files to work with other files well also.