C# Programming: From Problem Analysis to Program Design, 4th edition

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Chapter 1

1. e. Logic

2. d. compiler

3. b. design the solution before coding

4. a. Analysis

5. d. iterative development

6. d. desk-check the solution

7. a. attributes or characteristics

8. e. All of the above.

9. d. Web

10. a. /\*

11. d. namespace

12. d. namespace

13. b. { }

13. c. using

15. b. System.Console.Read( )

16. a. prototype

17. d. IntelliSense

18. c. execute

19. c. \n

20. d. Console.Write(“ok”);

21. Syntax – Semicolon left off of line 2 or line 9. Other potential problems include typing main( ) instead of Main( ) or failing to have a closing curly brace.

Logic – Displaying the wrong message or asking for input instead of displaying output.

22. Go Laugh Out Loud

Think Happy

23. Replace the WriteLine( ) method on line 11 with a Write( ) method

24. Mono at *http://mono-project.com/CSharp\_Compiler*

25. a. Lines 9 through 13

b. defined on Line 3

c. Line 5

d. Lines 9 through 13

e. Line 1

f. Line 3 and 5 contain user defined identifiers

26. Semicolon needed at the end of Line 1 and Line 8; keyword namespace misspelled on line 2; Keyword class missing from Line 4; keyword void missing from Line 6; Console and Write should begin with uppercase characters.

27. System is the namespace, Console is a Class and Read is a method.