

SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

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## 1.2P - Object Oriented Hello World

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```
1  using System;
2  using message;
3
4  namespace HelloWorld
5  {
6      class MainClass
7      {
8          public static void Main(string[] args)
9          {
10             Message myMessage = new Message("Hello World - From Message Object");
11             myMessage.Print();
12
13             Message[] messages = new Message[5];
14             messages[0] = new Message("Welcome back!");
15             messages[1] = new Message("What a lovely name");
16             messages[2] = new Message("Great name!");
17             messages[3] = new Message("Oh hi!");
18             messages[4] = new Message("That is a silly name");
19
20             Console.WriteLine("Enter name:");
21             String name = Console.ReadLine();
22
23             if (name.ToLower() == "marco")
24             {
25                 messages[0].Print();
26             }
27             else if (name.ToLower() == "mario")
28             {
29                 messages[1].Print();
30             }
31             else if (name.ToLower() == "michael")
32             {
33                 messages[2].Print();
34             }
35             else if (name.ToLower() == "kimmy")
36             {
37                 messages[3].Print();
38             }
39             else
40                 messages[4].Print();
41         }
42     }
43 }
```

```
1  using System;
2
3  namespace message
4  {
5      public class Message
6      {
7          private readonly string _text;
8
9          public Message(string text)
10         {
11             _text = text;
12         }
13         public void Print()
14         {
15             Console.WriteLine(_text);
16         }
17     }
18 }
```



