# BCIT COMP 3602
## C# Application Development

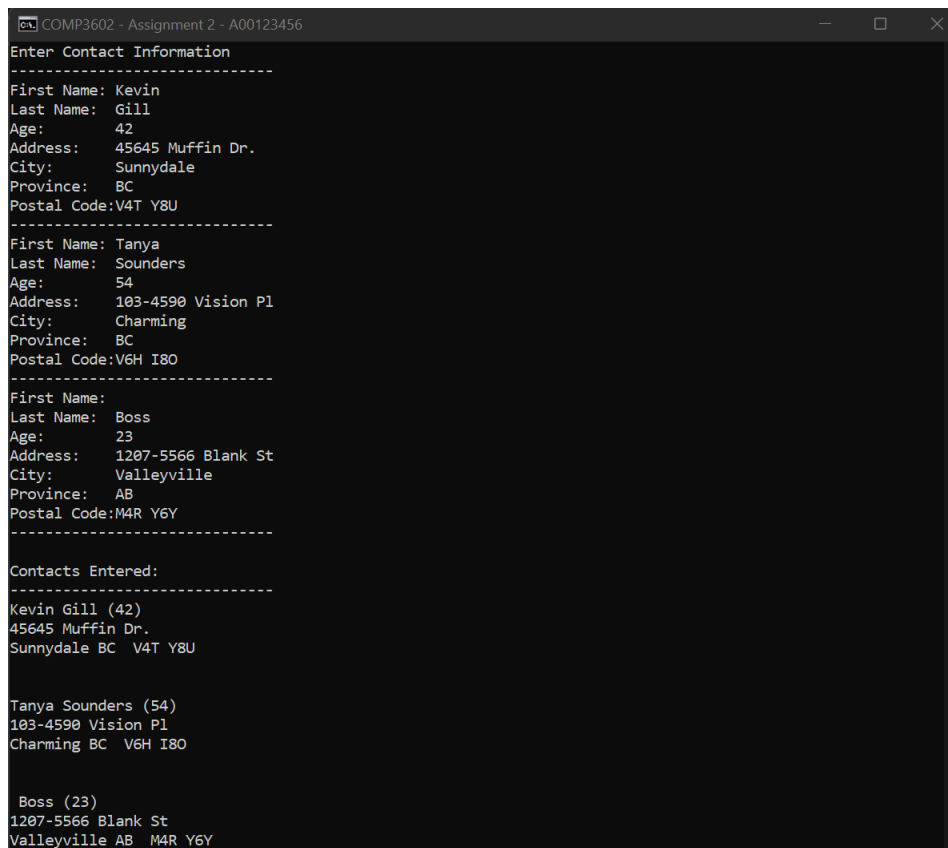## Assignment Two Requirements

**Assignment Date**: Week 2
**Due Date:** Day before next class @ 11:59 pm

## Assignment Objective

Creating and initializing classes using the various techniques discussed this week.

## Your Task

Write a console application that emulates the screen shot shown below. The program asks the user for input (top section of the screenshot), then creates three instances of Contact objects, then adds them to an array and then outputs the contents to the console (bottom part of the screenshot).



## Requirements:

1) Name your project COMP3602Assign02.

2) Create a class named Contact in a separate source file with the following fields:

FirstName
LastName
Age
Address
City
Province
PostalCode

3)  Create property methods for each field

4)  Write any appropriate constructor or constructors

5)  Override the ToString method to return `LastName, FirstName` using an interpolated string

6)  Prompt and collect data for three contacts from the user

7)  Use the collected data to create and populate three instances of the Contact class

8)  Populate the objects using the **three** techniques discussed in class this week:
    1. For the first Contact, create an empty object and then populate the data via properties
    2. For the second Contact, call a parameterized constructor
    3. For the third Contact, use the Object Initializer syntax

9)  Add the Contact objects to an array

10) Output the contents of the Contact objects by iterating through the array

    (check out the foreach loop)

    Format the output as follows (Canadian Postal standards plus age):

    `FirstName LastName (Age)`

    `Address`

    `City Province  PostalCode`

    (one space between City and Province, two spaces between Province and Postal Code)

11) Place the output code (all code that is outputting text to the console) in one or more utility methods in a dedicated class (in a separate source file)

12) Set the Console Title property as shown in the screenshot above (using your Student Number)

## For all your code, be sure to:

- Use ample spacing

- Comment intelligently

## Marking Criteria (Out of 12):

- Correct solution naming conventions (1/1)
- Contact class design (3/3)
- Output is formatted correctly (2/2)
- Problem solution is reasonable and efficient (4/4)
- Coding style (2/2)

## Please Hand In:

1. Zip your entire project and upload the zipped file to Assign02 in the Learning Hub.