

**IT 230 Coding Activity Submission Template**

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**Class:** IT 230

**Module:**

| **1.** | Insert a copy of your of the ZIP file of all of your Visual Studio project files here so that it can be loaded and run in another Visual Studio:  ***See Attached*** |
| --- | --- |
| class Program  {  // Initialize global integer array with preset values  // Readonly to prevent accidentally changing values during runtime  static readonly int[] integers = { 13, 55, 123, 325 };  static void Main()  {  Console.WriteLine("Hallam Copy");  PrintMath();  // Pause build  Console.WriteLine("Press any key to continue . . .");  Console.ReadKey();  }  // Print math output to console  static void PrintMath()  {  Console.WriteLine($"The sum of 13, 55, 123, and 325 = {SumOfInts()}");  Console.WriteLine($"The product of 13, 55, 123, and 325 = {ProductOfInts()}");  }  // Add integers together  static int SumOfInts()  {  int total = 0;  foreach (int i in integers)  total += i;  return total;  }  // Get the product of the integers  static int ProductOfInts()  {  int total = 1;  foreach(int i in integers)  total \*= i;  return total;  }  } |
| **2.** |  |
| **3.** | Explain the design of your program, the steps you took to complete it, and how you coded it:  I first started with creating individual methods that would be needed for each step in the process. Immediately I could tell by looking at the example output that there would be a Sum and a Product method. Both of these methods do their respective calculations and return the output of said calculations. Other than the main program method there would also be a print method that prints all the outputs to the console window. This ultimately helped to clean up the main method and compartmentalizes each operation.  Outside the methods is a global readonly integer array initialized with the starting values. Readonly prevents the array from accidentally being modified in the code or during runtime. |
| **4.** | Reflect on this experience and the lessons you learned from it:  I did not learn anything new during this activity however I was able to practice creating methods for individual operations as well as using a readonly variable for once in a blue moon. |