

**IT 230 Coding Activity Submission Template**

**Name: Nathan Hallam**

**Date: January 28th, 2024**

**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*** |
| --- | --- |
| using System;  //removed unnecessary using statements  namespace DebugFixMethods  {  class Program  {  static void Main()  {  (new Program()).Run();  }  //renamed from run() to Run() to adhere to conventional naming schemes  void Run()  {  Console.WriteLine("Hallam Copy"); //added personalization identifier  WritePrompt();    int choice = ReadChoice(); //removed initialization of choice being set to 0 and directly set it through ReadChoice return    WriteChoice(choice);  WaitForKey();  }  //Writeprompt() should be WritePrompt()  void WritePrompt()  {  Console.WriteLine("Please select a course for which you want to register by typing the number inside []");  Console.WriteLine("[1]IT 145\n[2]IT 200\n[3]IT 201\n[4]IT 270\n[5]IT 315\n[6]IT 328\n[7]IT 330");  Console.Write("Enter your choice : ");  }  int ReadChoice()  {  string s = Console.ReadLine();  return (int.Parse(s)); //returns string when expecting int, changed to parse string to an int  }  //No identifier, added int  void WriteChoice(int choice)  {  Console.WriteLine("Your choice is {0}", choice); //Choice should be choice  }  //Added to prevent program from closing  void WaitForKey()  {  Console.WriteLine("Press any key to continue . . .");  Console.ReadKey();  }  }  } |
| **2.** |  |
| **3.** | Explain the design of your program, the steps you took to complete it, and how you coded it:  I was not the one who designed the program however I was tasked with solving issues within the code. I started with looking at all the errors flagged by the compiler and solved each issue systematically.  The first issue was with a naming mismatch between the method and its use case on line 19. The method had a lowercase ‘P’ in its name while the use case had an uppercase. Holding to C# naming conventions the method was altered to have an uppercase ‘P’.  Next error was in the method ReadChoice() as it was returning a string type when it needed to be returning an int. Using int.Parse() on the string fixed the issue.  Two errors were found in the WriteChoice() method. The first was with its parameter not having a type declared. Based on what was passed into the method on line 23 I initialized the first parameter as an int. The second issue was a spelling mismatch between the parameter choice and its use on line 48 having an uppercase first ‘C’. Changing this to a lowercase solved the issue.  Lastly I had the issue of even the debug window not staying open after entering a choice, so Console.ReadKey() was added to prevent the program from closing.  Other than the errors I also did some cleanup with removing the unused using statements, renaming the run() method to Run(), and declaring the variables *choice* on line 21 and *s* on line 40 being immediately initialized instead of declaring and then setting as the desired value. |
| **4.** | Reflect on this experience and the lessons you learned from it:  I did not learn anything new during this activity but was instead reminded about the importance of planning out what you plan to program can help to reduce mistakes and redundancies, and that the most common mistakes are the simplest ones.  So in some sense you can say I learned what mistakes are most common among beginners. |