

PRACTICE 1 - STUDENTS MARKS APPLICATION

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User Manual

This practice is a console application with no interaction required. At its beginning, random data is created and saved on some collections. Then different functions with the LINQ analysis are called and the results are printed on the screen.

On the end, it is asked the user to introduce something in order to close the application.

Conclusions

This was a large practice if redundancy is trying to be avoided. This means that LINQ sentences can be very easily developed if we have redundant data structures, having the information on multiple places letting us get it with simple LINQ sentences. I did not any kind of redundancy, making some LINQ sentences dense and, of course, difficult to create. For this reason, LINQ sentences are conveniently commented, trying to make the reader understand them easily.

Other questions are learned on this practice, for example the library projects use. This kind of projects can be very useful, and this practice is a good example of it.