C# Programming Homework 15

Chapter 15, C# Step by Step

November 6, 2019

Readings

Read chapter 15 in the C# Step by Step book.

Discussion Questions

Answer the discussion questions in writing.

1. What is the difference between a property and a field?

A field you assign a value to. A property you use implementation.

1. What is the difference between a property and a method?

Property is a value stored in hash key and a method is a function stored in hash key

1. What is your understanding of encapsulation?

It’s binding the data members and member functions into a single unit

1. Some languages are case insensitive, that is, an `a" and an \A" are considered to be the same letter.

C# is case sensitive. What implications does this have regarding the naming of variables, methods,

and other identifiers? Do you think that the difference in case in the initial character of two different

identifiers is sufficient to distinguish them?

An identifier starts with an uppercase. Yes.

1. Give an example that is not in the book of an instance where you might want to use a read-only

property. Give an example not in the book of an instance where you might want to use a write-only

property.

Read-only, mouse coordinates. Write- only, Username and Password

1. Can you think of a reason why you might ever want to make getters and setters private? Give an

example. Also, make a case why getters and setters should never be private.

To prevent personal screen resolution settings from being changed. Because they can be overridden.

1. What are restrictions on the use of properties?

A property can contain at most one get accessor and one set accessor. A property cannot contain other methods, fields, or properties.

The get and set accessors cannot take any parameters. The data being assigned is passed to the set accessor automatically by using the value variable.

1. What is an object initializer? What is the syntax for an object initializer?

An object initializer is an expression that describes the initialization of an Object. The new keyword