A – Starting Classes

This topic introduces some of the basic syntax and grammar surrounding Object-Oriented Programming in C#.

# Overview

This topic introduces some of the basic syntax and grammar surrounding Object-Oriented Programming in C#. The following C# keywords are introduced.

* public
* class
* static
* string
* void
* return
* namespace

This topic will also introduce the following grammars, syntax and language constructs:

* Simple class declaration syntax (no members)
* Simple class declaration syntax (with static methods)
* Method overloading
* Method declaration syntax (class methods, with the static keyword)
* Parameter declaration (variable declaration) syntax
* Class (static) method call syntax (with and without arguments)
* *main* function (entry point of program)
* Console output
* Simple string concatenation
* C# as a case-sensitive language
* Single-line, multi-line and XML comments

**Daily LOGs**

The following daily LOGs are covered in this package.

**OOP Basics**

* Define the term "class" as used in OOP
* Explain the purpose of classes in computer programs
* Describe the primary keywords used in declaring a class
* Define the term "method" and give an example
* Create simple classes with methods only
* Explain what is meant by "overloading"
* Describe the syntax of a method declaration (aka, method implementation)
* Explain how classes with identical names can be distinguished from each other

**General Programming Concepts and Terms**

* Define the term "keyword" as it applies to programming languages
* Define the term "identifier" as it applies to programming languages
* Define the term "program statement" and identify how the computer recognizes a program statement
* Define the term “syntax” as it applies to programming languages
* Identify the entry point for every computer program
* Perform simple output to the console using System.Console
* Identify the basic structure of a simple C# program
* Explain what is meant by a "driver"
* Explain what is meant by a “case-sensitive” programming language
* Explain what is meant by a "strongly-typed" programming language
* Explain what "string concatenation" is and how it works
* Define and distinguish the terms “argument” and “parameter”
* Use single-line, multi-line and XML comments as a means of documenting code
* List the four pieces of information to include in comments at the top of every source file

**Intro to IDEs**

* Define the term "IDE" as it relates to software development tools
* Define the terms "project" and "solution"
* Identify the various parts of the IDE (Integrated Development Environment) used in this course
* Create a new project in the IDE for this course
* Create new source files in the IDE for this course
* Add existing files to a project