**Chapter 1 - Introduction to Computers and Programming**

**1.6 Objects**

**CONCEPT:** An object is a program component that contains data and performs operations. Programs use objects to perform specific tasks.

Creating programs by putting together a collection of objections is called object oriented programming.

The data stored in an object are commonly called properties, or fields.

The operations that an object can perform are called methods.

Objects that are visible in a program's graphical user interface are commonly referred to as controls.

What is the purpose of an object that cannot be seen on the screen and exists only in memory?

To assist the program…

A class is code that describes a particular type of object.

The .Net framework is a collection of classes and other code that can be used, along with a programming language such as C#, to create programs for the Windows operating system.

**1.7 The Program Development Process**

1. Understand the Program's

purpose

Inputs received

Processes performed

Ooutputs produced

2. Design the GUI

3. Design the Program's logic

4. Write the code

5. Correct syntax Errors

6. test the Program and Correct logic Errors

**1.8 Getting Started with the Visual Studio Environment**

What is the difference between a project and a solution?

A project is the actual functioning components of a program. The solution is just a container for all the projects – at least at a high level.