
1.2P - Object Oriented Hello World

Message Class

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

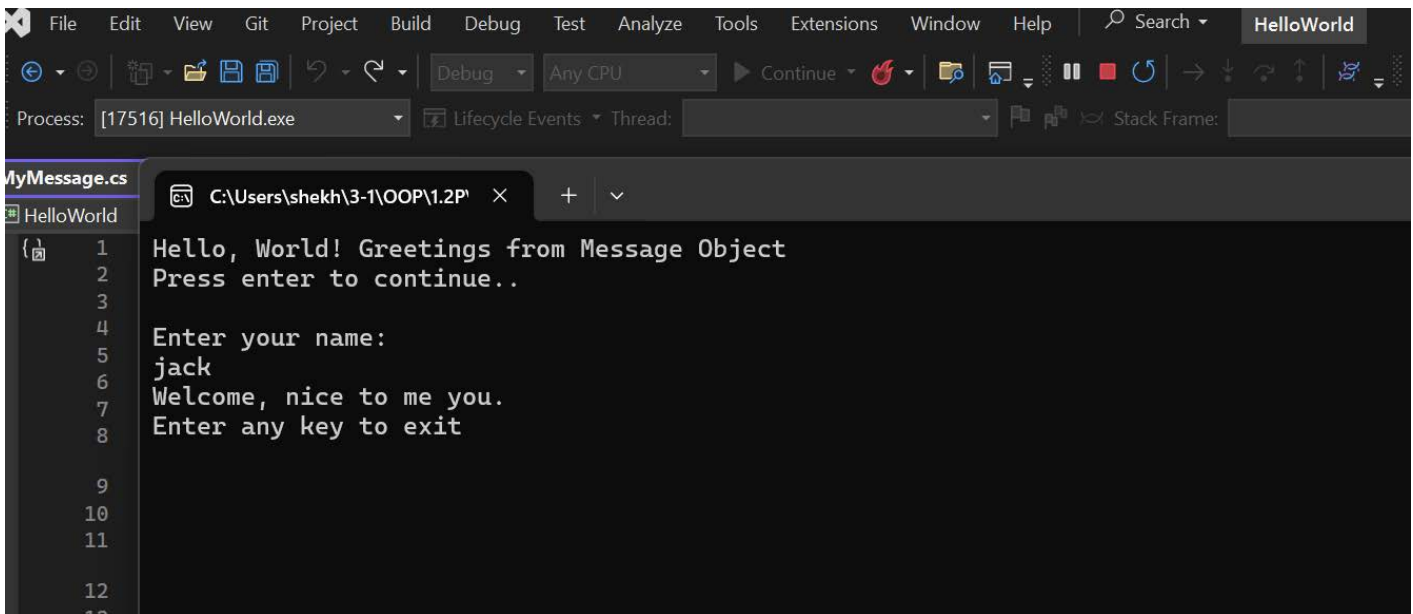
namespace HelloWorld
{
    public class Message
    {
        private string _text;
        public Message(string text)
        {
            _text = text;
        }
        public void Print()
        {
            Console.WriteLine(_text);
        }
    }
}
```

```
namespace HelloWorld
{
    class Program
    {
        static void Main(string[] args)
        {
            Message myMessage;
            myMessage = new Message("Hello, World! Greetings from Message Object");
            myMessage.Print();
            Console.WriteLine("Press enter to continue..");
            Console.ReadLine();
            Message[] messages = new Message[5];
            messages[0] = new Message("Welcome back!");
            messages[1] = new Message("What a lovely name");
            messages[2] = new Message("Great name");
            messages[3] = new Message("Oh hi!");
            messages[4] = new Message("Welcome, nice to me you.");

            Console.WriteLine("Enter your name:");
            string name = Console.ReadLine();

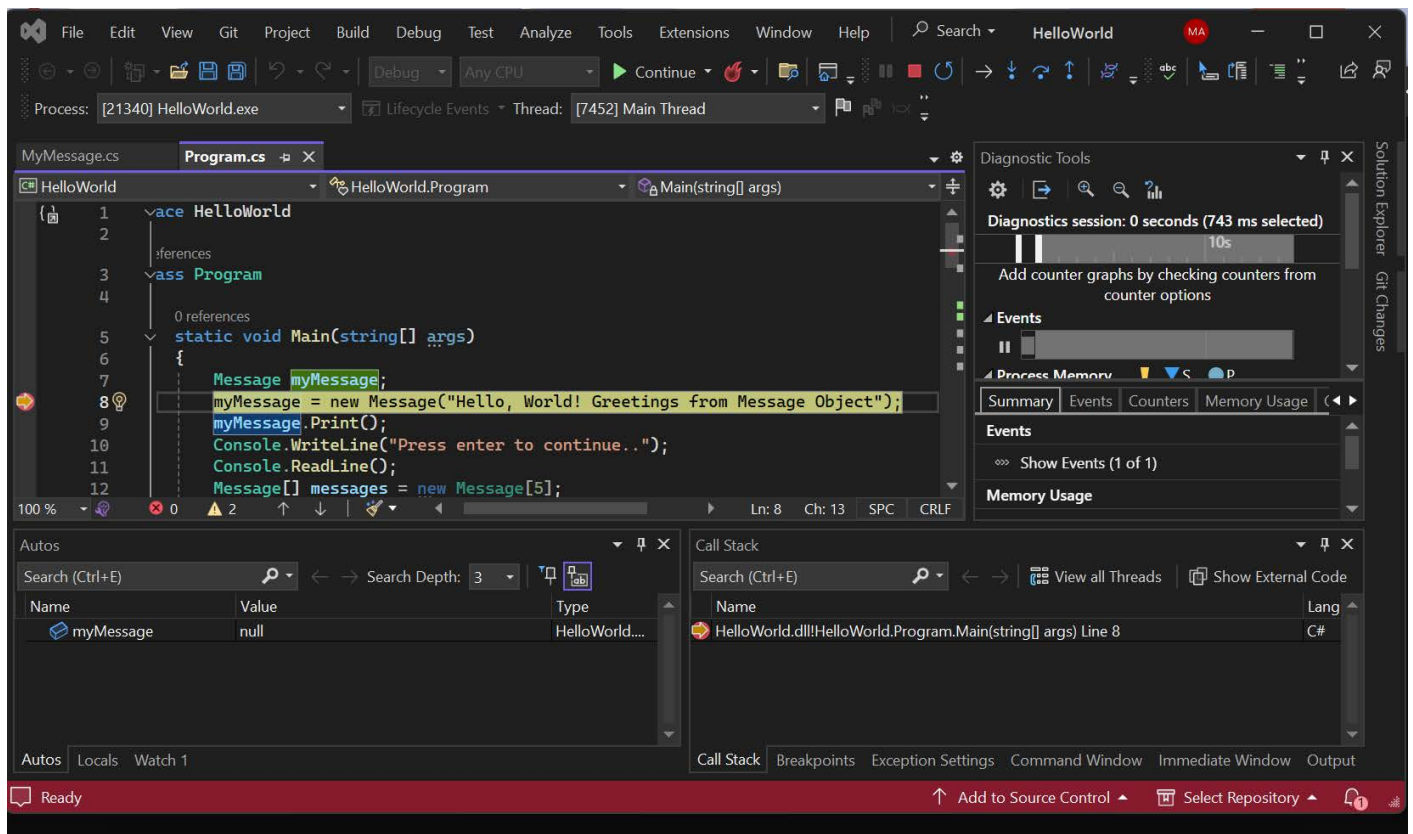
            if (name.ToLower() == "asad")
            {
                messages[0].Print();
            }
            else if (name.ToLower() == "shekh")
            {
                messages[1].Print();
            }
            else if (name.ToLower() == "sadi")
            {
                messages[2].Print();
            }
            else if (name.ToLower() == "shuvo")
            {
                messages[3].Print();
            }
            else
            {
                messages[4].Print();
            }
            Console.WriteLine("Enter any key to exit");
            Console.ReadKey();
        }
    }
}
```

Screenshot of Output



```
File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help Search HelloWorld
Process: [17516] HelloWorld.exe Lifecycle Events Thread: Stack Frame:
MyMessage.cs
HelloWorld
1 Hello, World! Greetings from Message Object
2 Press enter to continue..
3
4 Enter your name:
5 jack
6 Welcome, nice to me you.
7 Enter any key to exit
8
9
10
11
12
```

Screenshot of Debugger



File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help Search HelloWorld

Process: [21340] HelloWorld.exe Lifecycle Events Thread: [7452] Main Thread

MyMessage.cs Program.cs

HelloWorld HelloWorld.Program Main(string[] args)

```
1 namespace HelloWorld
2 {
3     class Program
4     {
5         static void Main(string[] args)
6         {
7             Message myMessage;
8             myMessage = new Message("Hello, World! Greetings from Message Object");
9             myMessage.Print();
10            Console.WriteLine("Press enter to continue..");
11            Console.ReadLine();
12            Message[] messages = new Message[5];
13        }
14    }
15 }
```

100 % 0 2 Ln: 8 Ch: 13 SPC CRLF

Autos

Name	Value	Type
myMessage	null	HelloWorld....

Call Stack

Name	Lang
HelloWorld.dll!HelloWorld.Program.Main(string[] args) Line 8	C#

Call Stack Breakpoints Exception Settings Command Window Immediate Window Output

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