

# Pass Task 1 - Hello World

## Related Learning Outcomes

### ULO1 – Explain the OO Principles

The exercise demonstrated object encapsulation.

### ULO2 – Use OO Language and Library

The exercise demonstrated basic C# programming syntax.

### ULO3 – Design, Develop and Test using an IDE

The code was developed using Xamarin Studio to build and run the program, as well as integrated debugging features to step and inspect values.

### ULO4 – Communicate using UML Diagrams

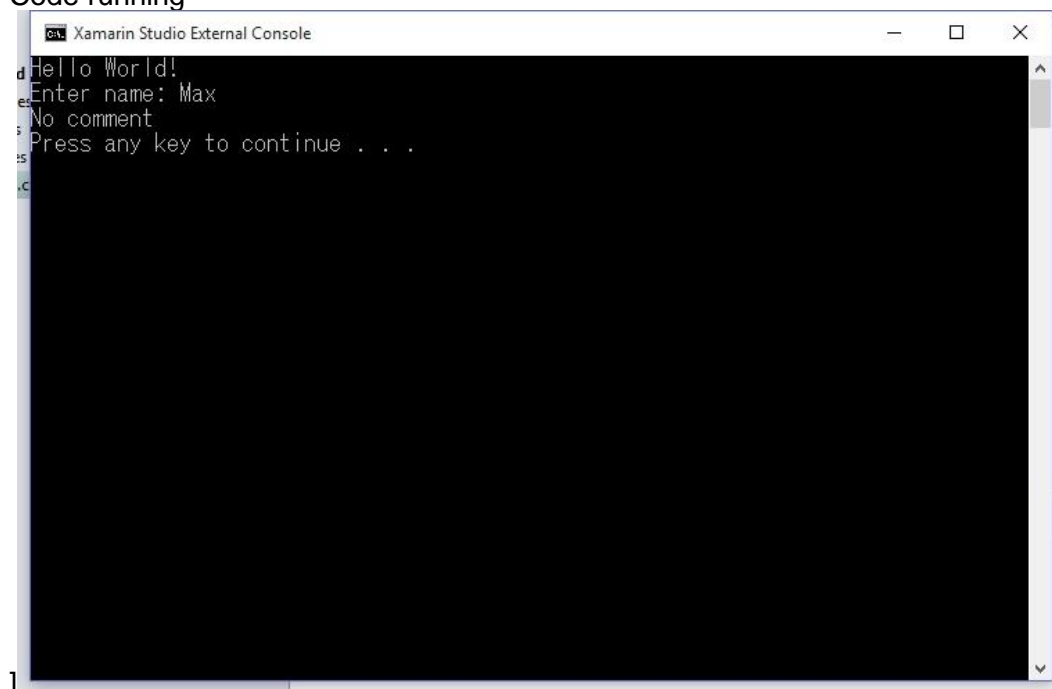
I learned how to interpret a UML class diagram and write the related code.

### ULO5 – Describe Elements of Good OO Design

The exercise demonstrated use of C# coding conventions such as indentations, and case used for classes, methods, variables,...etc....

## Screenshots

Code running

A screenshot of a terminal window titled "Xamarin Studio External Console". The window has a black background with white text. The text shows the program's execution: "Hello World!", "Enter name: Max", "No comment", and "Press any key to continue . . .". The window has standard Windows window controls (minimize, maximize, close) in the top right corner. The console output is as follows:

```
Hello World!  
Enter name: Max  
No comment  
Press any key to continue . . .
```

## Use of IDE

