

Pass Task 2 - Counter

Related Learning Outcomes

ULO1 – Explain the OO Principles

The exercise demonstrated the use of private/public features in classes in as well as properties in C# language object-oriented programming.

ULO2 – Use OO Language and Library

The exercise demonstrated how to create and utilize properties in classes.

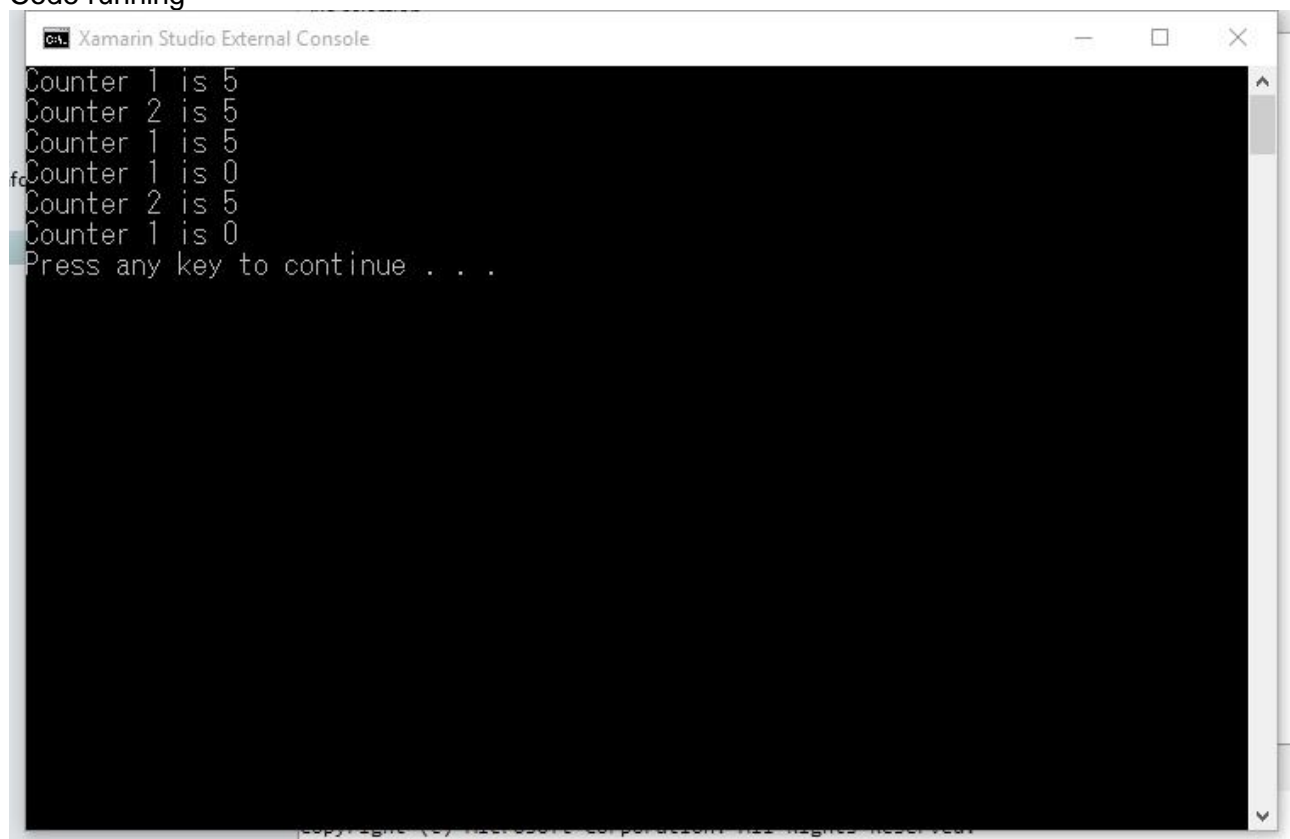
ULO3 – Design, Develop and Test using an IDE

ULO4 – Communicate using UML Diagrams

ULO5 – Describe Elements of Good OO Design

Screenshots

Code running



```
Counter 1 is 5
Counter 2 is 5
Counter 1 is 5
Counter 1 is 0
Counter 2 is 5
Counter 1 is 0
Press any key to continue . . .
```

The screenshot shows a console window titled 'Xamarin Studio External Console'. It displays the output of a C# program. The output consists of six lines of text: 'Counter 1 is 5', 'Counter 2 is 5', 'Counter 1 is 5', 'Counter 1 is 0', 'Counter 2 is 5', and 'Counter 1 is 0'. The last line is followed by 'Press any key to continue . . .'. The console window has a standard Windows-style title bar with minimize, maximize, and close buttons.

Use of IDE

