

SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

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# Object Oriented Hello World

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```
1  using System;
2
3  namespace HelloWorld
4  {
5      class Mainclass
6      {
7          public static void Main(string[] args)
8          {
9              Message m = new Message("Hello World");
10             m.Print();
11
12             Message[] messages = new Message[5];
13             messages[0] = new Message("Welcome Back!");
14             messages[1] = new Message("What a lovely name");
15             messages[2] = new Message("Great name");
16             messages[3] = new Message("Oh hi");
17             messages[4] = new Message("That is a silly name");
18
19
20             Console.WriteLine("Enter name: ");
21             string name = Console.ReadLine();
22             if (name.ToLower() == "mark")
23             {
24                 messages[0].Print();
25             } else if (name.ToLower() == "fred")
26             {
27                 messages[1].Print();
28
29             } else if (name.ToLower() == "wilam")
30             {
31                 messages[2].Print();
32             } else if (name.ToLower() == "alice")
33             {
34                 messages[3].Print();
35             } else
36             {
37                 messages[4].Print();
38             }
39
40         }
41     }
42 }
43 }
```

```
1  using System;
2
3  namespace HelloWorld
4  {
5      public class Message
6      {
7          private string _text;
8          public Message (string text)
9          {
10             _text = text;
11          }
12          public void Print()
13          {
14             Console.WriteLine(_text);
15          }
16      }
17  }
18 }
```



