Pass Task 1 - Hello World

Related Learning Outcomes

ULO1 – Explain the OO Principles

This exercise demonstrated object encapsulation.
I learnt that a class is like an object's blueprint, defining the properties and structure.
I learnt about constructor methods how they initialize the object when it is created.

ULO2 – Use OO Language and Library

Demonstrated class and constructor declaration, the use of conditional statements (e.g. "if"), and assigning values to parameters. I learnt how to create a class, print a value from the class and enter a value for the class. The task used if statements to determine what values the user entered. I learnt how to use a constructor method.

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.
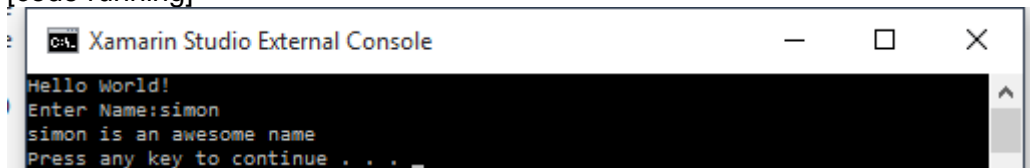I understood how to convert a UML class diagram into variables, methods and functions.
Top part lists the class name, the middle part lists the data and the bottom part contains the methods.

ULO5 – Describe Elements of Good OO Design

The exercise demonstrated correct use of C# coding conventions.

Screenshots

[code running]

[use of IDE]

```csharp
1 using System;
2
3 namespace HelloWorld
4 {
5     public class Message
6     {
7         private string text;
8
9         public Message (string txt)
10         {
11             text = txt;
12         }
13
14         public void Print()
15         {
16             Console.WriteLine (text);
17         }
18     }
19 }
```