

# Software Design & Build Fundamentals

LEARN TO DESIGN & BUILD A WINDOWS C#  
APPLICATION

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Developing Software is Fun!  
Don't be intimidated ... take a little at a time

### **Exercise files github**

All exercise files are here <https://github.com/Stevo5o/Software-Design-Fundamentals>

This document location [github.com/Stevo5o/Software-Design-Fundamentals.pdf](https://github.com/Stevo5o/Software-Design-Fundamentals.pdf)

## Lessons

Workflow, Visual Studio Interface  
C# Programming Language  
Working with Data  
Concert Booking Application

## The Set-up

1. Download and install Visual Studio Community 2013
2. Create GitHub account and create a new repository called Csharp-Basics
3. Download and install the latest version of GitHub for windows version 7, 8, 8.1
4. On your PC in users\username\documents create new vsprojects folder
5. Open PowerShell type following text

```
C:\Windows\system32> cd c:\  
C:\>
```

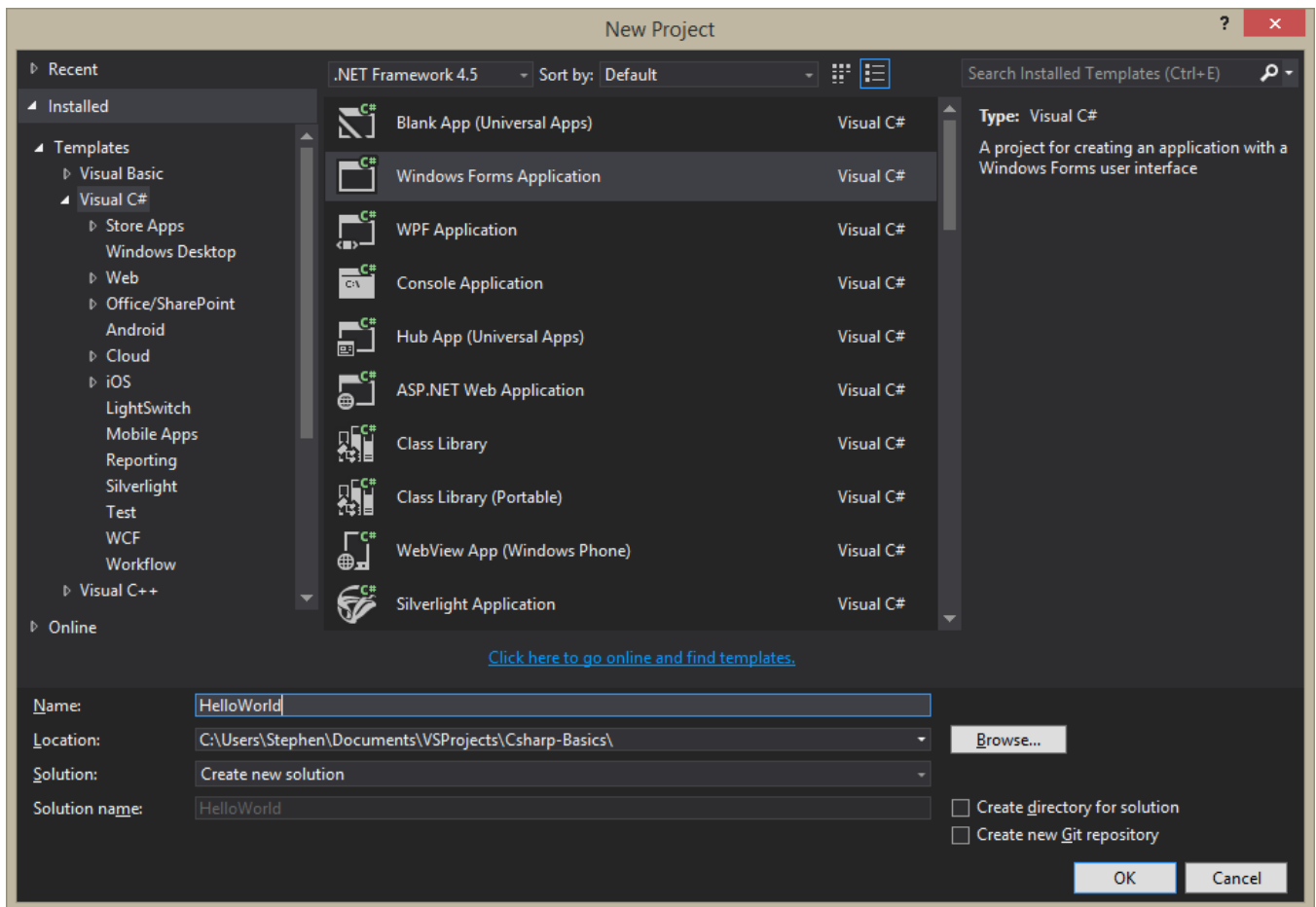
Change directory (cd) to vsprojects folder and git clone into folder

```
C:\> cd c:\users\username\documents\vsprojects  
C:\users\username\documents\vsprojects> git clone "HTTPS clone URL"
```

```
C:\users\username\documents\vsprojects> dir  
C:\users\username\documents\vsprojects> cd csharp-fundamentals  
C:\users\stephen\documents\vsprojects\csharp-basics [master]> git version  
git version 1.9.5.msysgit.0
```

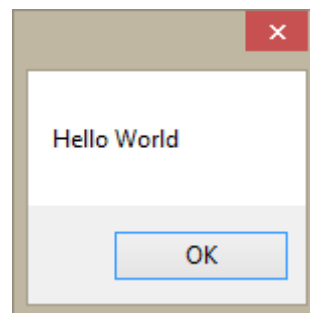
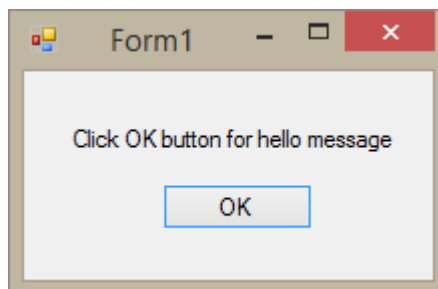
**HelloWorld windows application.** Open Visual Studio select new project. Select Visual C# and Windows form application. In the Windows dialog change name and location to:

- Name: HelloWorld
- Location: click Browse button navigate to vsprojects\Csharp-Basics folder – GitHub clone
- Create new folder Lesson1
- Click OK button



Run debug click start button, this is a basic windows form click x and close. This is a complete windows app, however it does not do anything. Go to C:\Users\username\Documents\VSProjects\Csharp-Basics\Lesson1\HelloWorld\bin\Debug and click HelloWorld.exe

Create a button that once clicked displays a message box that displays Hello World. Go to toolbox select button. Double click button and into Form1.cs type `MessageBox.Show("Hello World");` Two tabs code design view and debug app using the start button.



Solution explorer file description. Shut down reopen visual studio. Looking at Debugging. Set break points to step through each line of code.

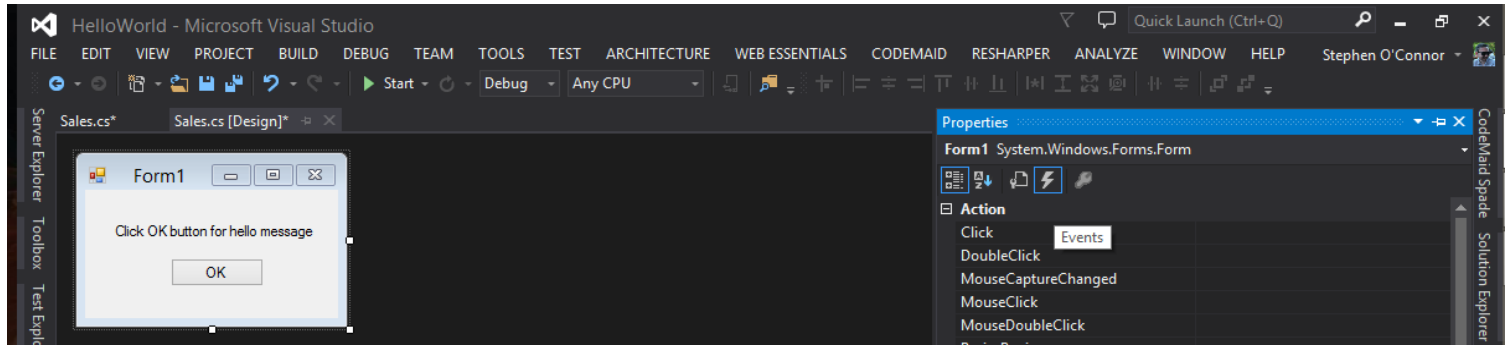
### What are Events? "Event Driven Programs"

Response to events like open file, exit, new file, print file. Hundreds of events that an app can react to. Double click on the OK button an event handler is created and given a default name. When the event is triggered the

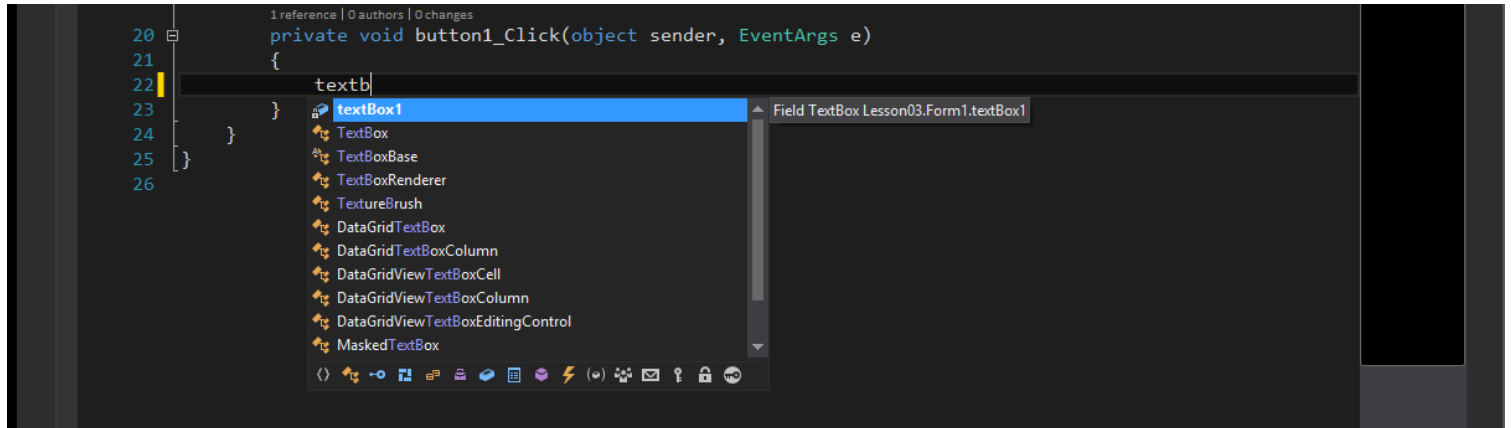
end user clicks the button. Event handler event default name button1\_Click Curly braces ... { } ... define a block of code. Events are triggered in an app. App can respond or ignore those events. Write code in Event Handlers to handle events. Code must be written inside of code block defined by curly braces. Methods are the basic building blocks of writing code. An event Handler is a more specific type of a method.

```
private void button1_Click(object sender, EventArgs e) // event handler
{
    MessageBox.Show("Hello World"); // event
}
```

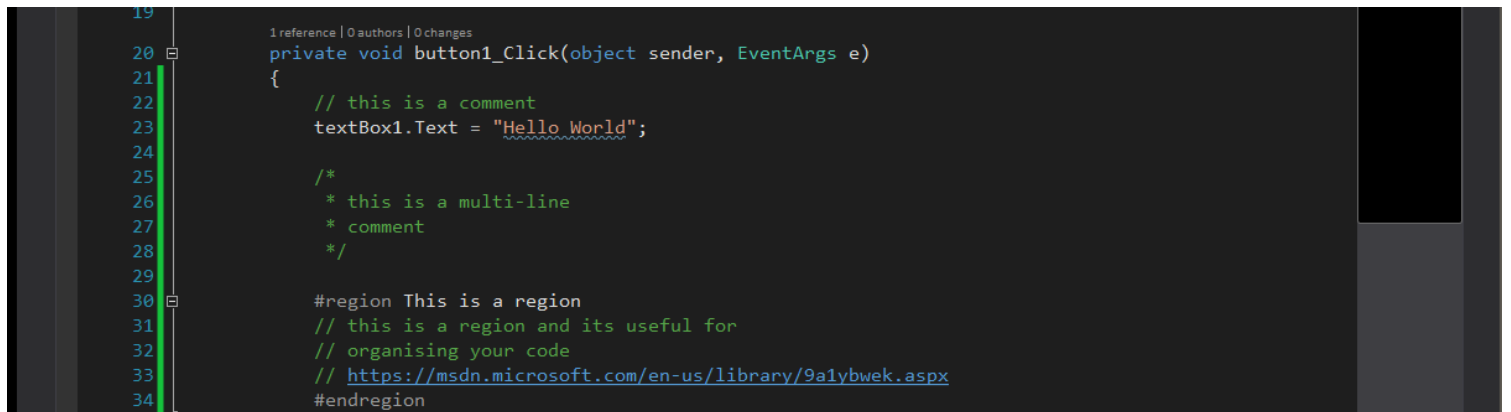
## Events



## IntelliSense



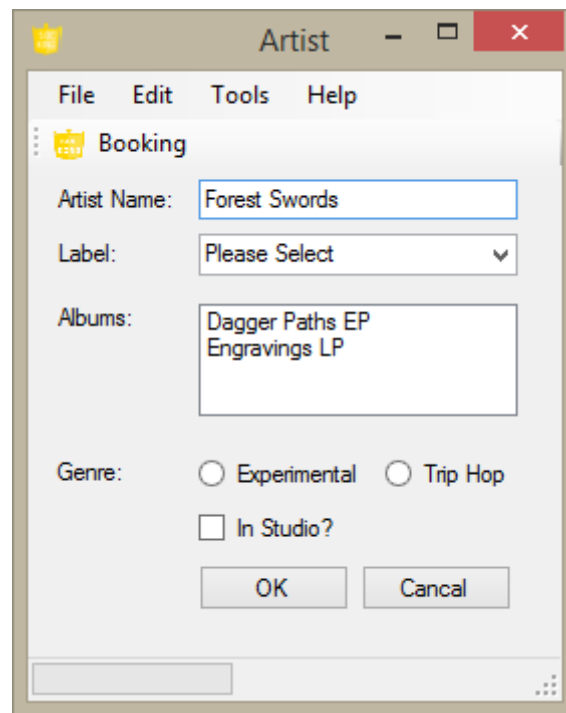
## Comments and regions



## Lesson 2

### Design Best Practices

Arrange controls in columns and rows. Labels left input boxes, data entered on the right. Ok Cancel buttons on the right. Use standard fonts and colors. Keep it simple. Use standard, succinct descriptions (names) for controls. Don't make the user "think", easy for the user to use.



#### Buttons

Allow user to communicate a decision or to trigger some action.

#### Labels

Non-interactive descriptions or text usually displayed on the left-hand side of other controls.

#### Text Boxes

Allow for unstructured user input.

#### Check Boxes

Allow for yes /no or on /off type user input. Used together to allow off "Check all that apply"

#### Combo box

Text and list box combination. User can select item in the list, or type in a selection that is not in the list.

#### Menu strip

Add menu to app, select Insert Standard Items.

#### Tool strip

Add toolbar to app. Includes progress bars, textboxes, combo boxes & more

#### Status strip

Add status bar to app to provide feedback to the user

#### Tool Strip Container

Hosts other controls like the menu strip, Toll Strip and the Status Strip to provide user app customization.  
Arrange toolbars top left bottom right

#### Tips

Make sure the right control is selected before making any changes in the Properties window.

Set tab order. Click VIEW and Tab Order click item to make first.

Tab Order starts with the control from the left-hand corner logically to the lower right-hand corner.

## Lesson 3

### Variables and Datatypes

$x = 4$

$y = x + 6$

What does y equal?

Variables represents a space in a computer's memory that is assigned to store a value. The name of the variable is then used in code to reference the value that is stored in that memory space. Declaring a variable is the act of allocating space in the computer's memory for value of a specific data type and giving the variable name.

There are many available data types in C#, including ones that can store strings, dates, numbers, and more..

Three Basic Numeric data Types ..

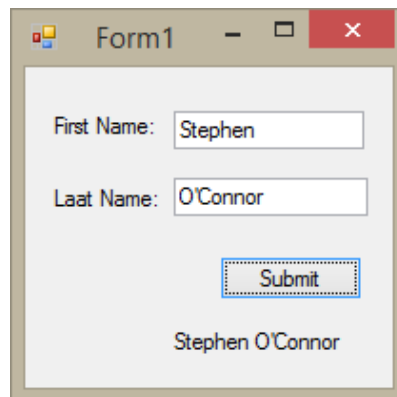
- Integer (int): -2,147,483,648 to +2,147,483,647
- Double (double):  $\pm 5.0 \times 10^{-324}$  to  $\pm 1.7 \times 10^{308}$  up to 15 decimal places
- Boolean (bool): true or false

When writing C#, C# is case sensitive. Consider a variable a bucket and the string literal can go into the bucket.

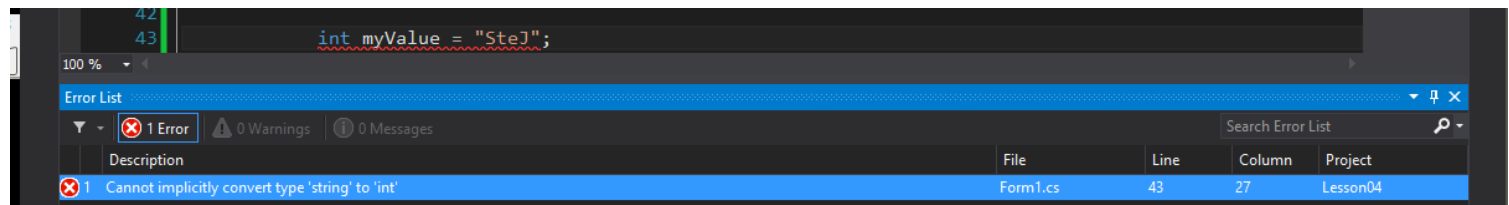
```
string hello; // hello is the bucket
hello = "hello world"; // string literal goes into the hello bucket
MessageBox.Show(hello); // hello var
MessageBox.Show("hello"); // string literal

// declare two vars
string firstTextBox = textBox1.Text;
string secondTextBox = textBox2.Text;

label1.Text = firstTextBox + " " + secondTextBox;
```



Declare a Variable with the wrong a data type error with discription.

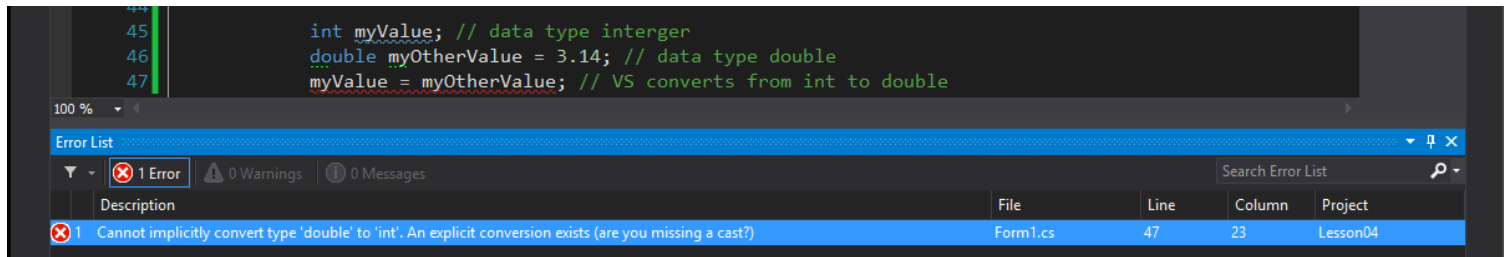


VS implicitly converts integer to double no loss of data

```
int myValue = 3; // data type integer
double myOtherValue; // data type double
myOtherValue = myValue; // VS converts from int to double
```

VS cannot convert double to integer loss of data

```
int myValue; // data type integer
double myOtherValue = 3.14; // data type double
myValue = myOtherValue; // VS cannot convert
```



## Create a Basic Calculator

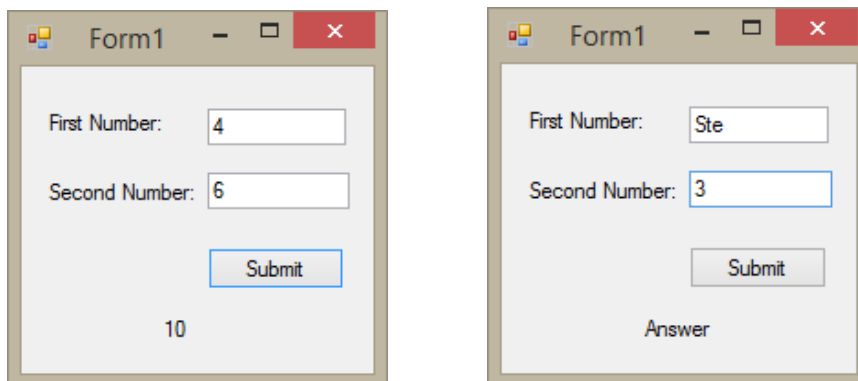
To explicitly convert data types, let's look at the following example. With an explicit cast, either you are telling the compiler that **you know more than it does** - "please believe me, but check anyway": `textBox.Text` cannot add two numbers and display the result in `label1.Text`

```
int firstTextBox = 0;
int secondTextBox = 0;
int result = 0;

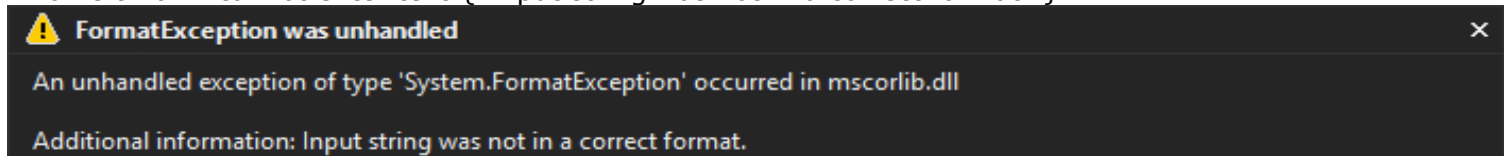
firstTextBox = int.Parse(textBox1.Text);
secondTextBox = int.Parse(textBox2.Text);

result = firstTextBox + secondTextBox;
label3.Text = result.ToString();
```

Basic testing of the calculator.



Error is thrown cannot enter text. {"Input string was not in a correct format."}



Convert data types

For int → `int.Parse(myString);`

For double → `double.Parse(myString);`

For bool → `bool.Parse(myString);`

## Expressions Versus Statements

Expressions can be evaluated. This is a very basic expression

```
int x;
x + 3; // this is not a statement, it's an expression
```



Statements, this is a statement

```
x = x + 3; // this is an assignment
```

Valid Statements Consist of

- Assignment → `myInteger = 3;`
- Call → `MessageBox.Show("Hello World");`
- Increment → `x++;`
- Decrement → `--x;`

**"Expressions can be evaluated.. Statements can be executed."**

```
label1.Text = firstTextBox + " " + secondTextBox; // statement
firstTextBox + " " + secondTextBox; // expression not a statement
```

Evaluating Expressions

- `(3 < 2)` .. true or false?
- `(3 > 2)` .. true or false?
- Given: `int x = 3;`
  - `(x == 3)` .. true or false?
  - `(x != 3)` .. true or false?

`=` Assignment telling: x is 4

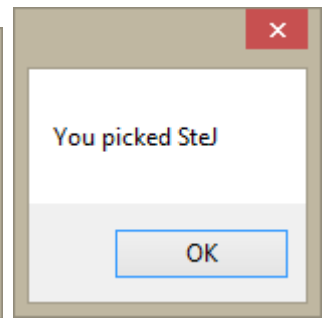
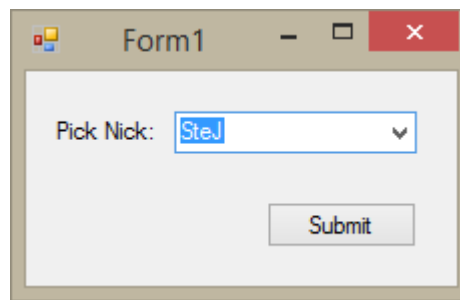
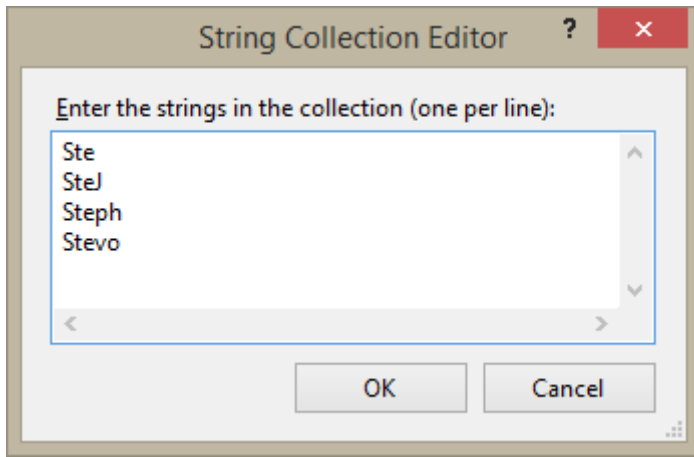
`==` Evaluation asking: is this equal?

`!=` evaluates "not equal" 3 is not equal to 4: true

## Lesson 4

### Iteration and Selection Statements

Selection Statements decide whether or not to execute a block of code based on the evaluation of an expression. If condition else do this. Toolbox select and drag comboBox onto form1, select comboBox in design view click arrow select Edit Items. Type nicknames into dialog box, click OK



## If and if else

First and second examples of 'if' statements.

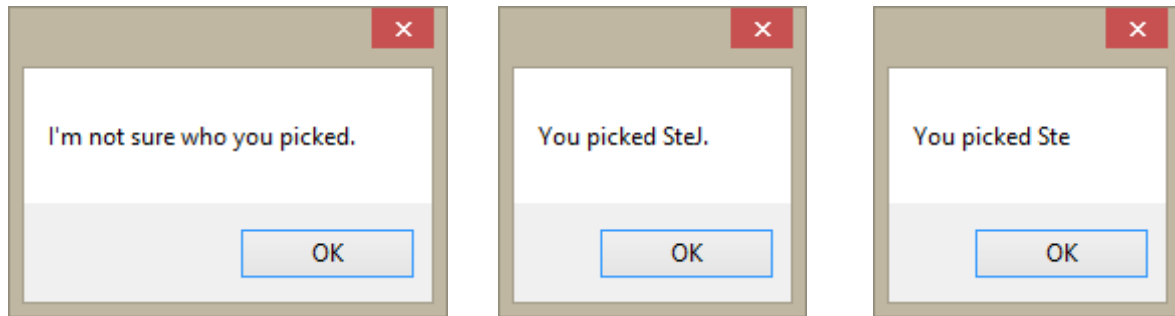
```
// 1. basic 'if' statement
if (comboBox1.Text == "SteJ")
{
    MessageBox.Show("You picked SteJ");
    comboBox1.Text = ""; // clears comboBox if selected
}

// 2. 'if' statement curly braces removed, one line of code to be executed
if (comboBox1.Text == "Steph")
    MessageBox.Show("You picked Steph"); // one line of code after 'if'
```

Third example of 'if' statement.

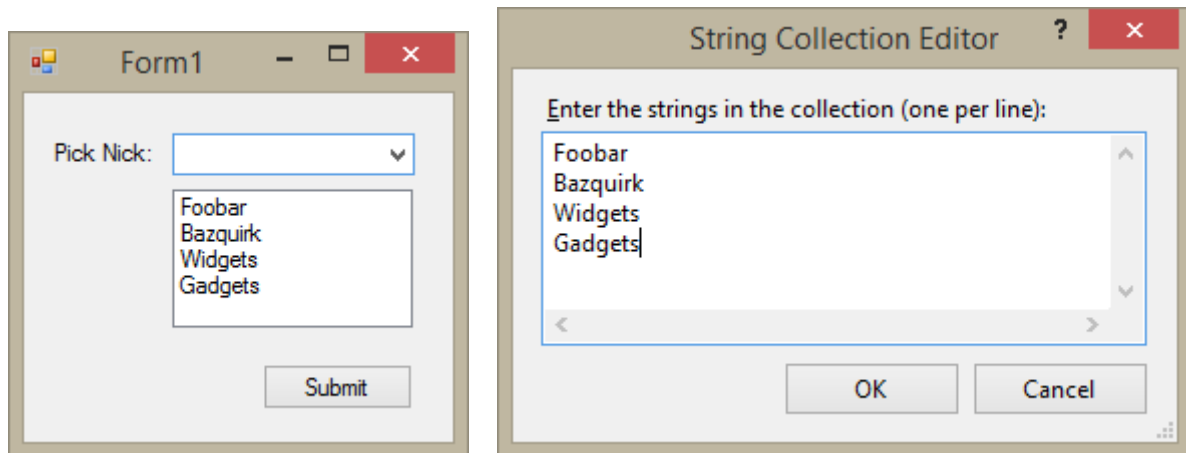
```
// 3. nested 'if' statement
if (comboBox1.Text != "Ste") // if not equal to Ste false go to else
{
    if (comboBox1.Text == "SteJ")
    {
        MessageBox.Show("You picked SteJ."); // SteJ is selected
    }
    else
    {
        MessageBox.Show("I'm not sure who you picked."); // Stevo or Steph selected
    }
} // end if
else
{
    MessageBox.Show("You picked Ste");
} // end else
```

In combox Select Stevo, SteJ and then Ste.



## Switch

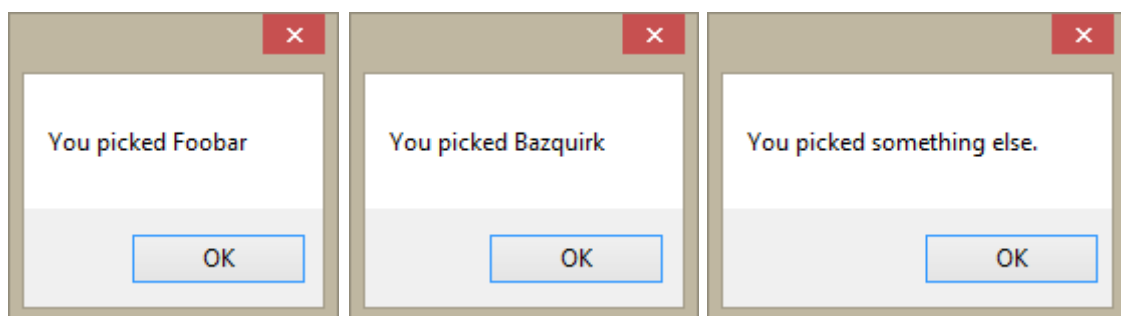
Drag and drop listBox from toolbox onto form1. Select listBox and click arrow. Type Foobar Bazquirk, Widgets & Gadgets into dialog box.



```
// 'switch' statement
switch (listBox1.SelectedItem.ToString())
{
    case "Foobar":
        MessageBox.Show("You picked Foobar");
        break;

    case "Bazquirk":
        MessageBox.Show("You picked Bazquirk");
        break;

    default:
        MessageBox.Show("You picked something else.");
        break;
}
```



## Arrays

Type of collection that allows you to group together a bunch of values that are related in some way. All items in the array must be the same data type. Step add break point, debug and step in.

```
// arrays
// 1. sized array, set the size
string[] myArray = new string[2];
myArray[0] = "SteJ";
myArray[1] = "Steph";
// myArray[2] = "Stevo"; // causes an out of bounds exception
MessageBox.Show(myArray[1]);
```

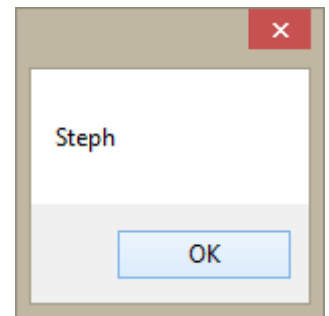
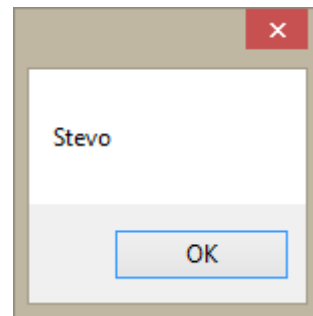
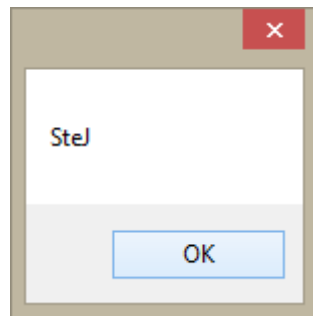
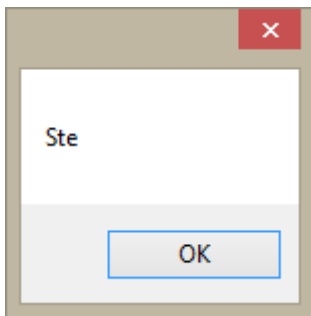
## Iteration statements

Loop through, or navigate through each item in an array one at a time.

Foreach item (nickname) in array (myArray) MessageBox item (nickname, Ste).

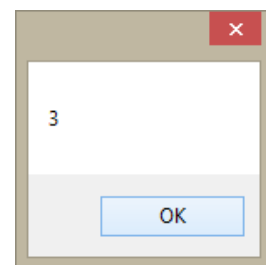
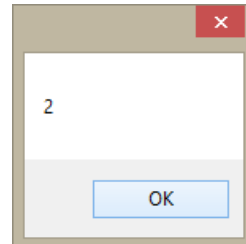
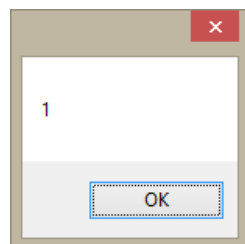
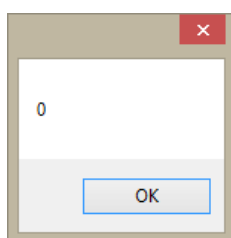
```
// 2. intialized array [0] = Ste, [1] = SteJ, [2] = Stevo, [3] = Steph
string[] myArray = {"Ste", "SteJ", "Stevo", "Steph"};
// MessageBox.Show(myArray[1]); // test array

// create temp var with value of ncikname
foreach (var nickname in myArray)
{
    MessageBox.Show(nickname);
}
```



**For Loop** is index of myArray loop and display message I to a string myArray until length of array is greater than array length.

```
string[] myArray = { "Ste", "SteJ", "Stevo", "Steph" };
for (int i = 0; i < myArray.Length; i++)
{
    MessageBox.Show(i.ToString());
}
```

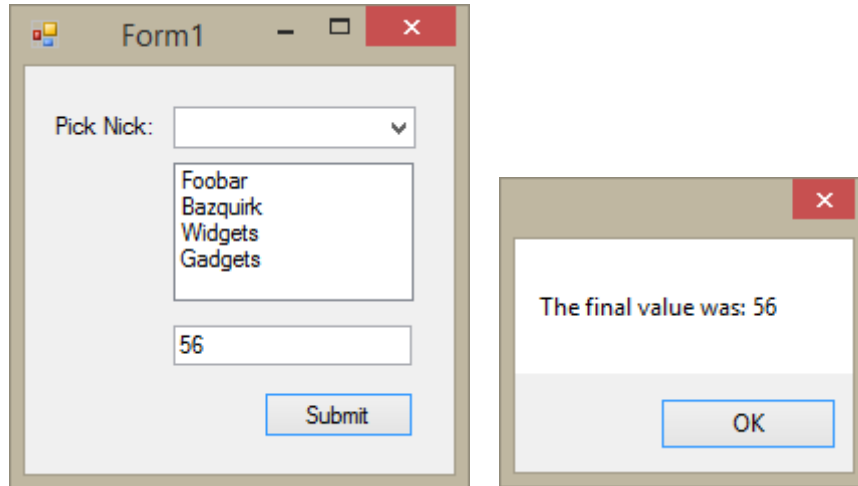


**While loop**, Drag and drop textBox onto Form1.

```
int i = 0;
while (i < int.Parse(textBox1.Text))
```

```
{
    i++;
}
MessageBox.Show("The final value was: " + i.ToString());
```

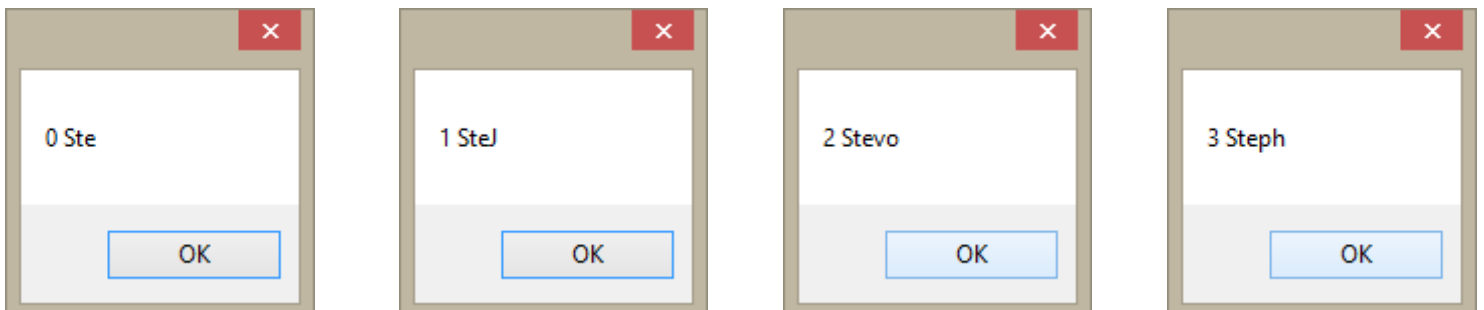
Debug and enter number into textBox



Two nested for loops, to get both index and name a two dimensional for loop is created. A nested for loop, the second loop is a foreach.

```
// array [0] = Ste | [1] = SteJ | [2] = Stevo | [3] = Steph
string[] myArray = { "Ste", "SteJ", "Stevo", "Steph" };

// for and foreach loop
for (int i = 0; i < myArray.Length;)
{
    // temp value nickname
    foreach (var nickname in myArray)
    {
        MessageBox.Show(i++ + " " + nickname);
    }
}
```

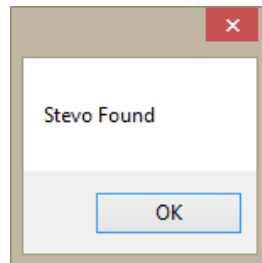


Loop through myArray if index = Stevo. Message "Stevo Found"

```
string[] myArray = {"Ste", "SteJ", "Stevo", "Steph"};

// combine for with if on array
```

```
for (int i = 0; i < myArray.Length; i++)
{
    if (myArray[i] == "Stevo")
    {
        MessageBox.Show("Found Stevo");
    }
}
```



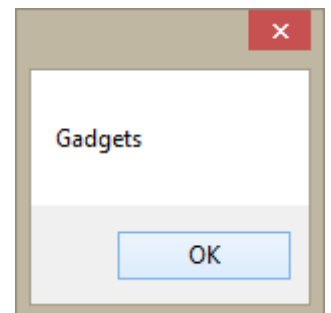
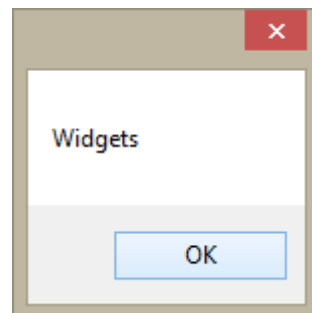
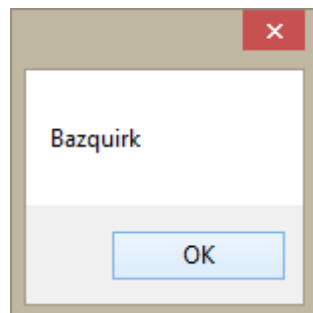
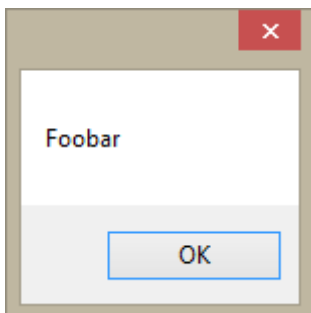
For loop with switch. Select listbox properties SelectionMode and select from the drop down MultiSimple.

```
for (int i = 0; i < listBox1.SelectedItems.Count; i++)
{
    switch (listBox1.SelectedItems[i].ToString())
    {
        case "Foobar":
            MessageBox.Show("Foobar");
            break;

        case "Bazquirk":
            MessageBox.Show("Bazquirk");
            break;

        case "Widgets":
            MessageBox.Show("Widgets");
            break;

        case "Gadgets":
            MessageBox.Show("Gadgets");
            break;
    }
}
```



## Lesson 5

C# is a OOP language months or years just scatching the surface.

Simlify application development

Relates code objects to real world objects

Creates more flexible applications

Months years learning OOP

Classes the "music sheet", "blueprint" or "recipe" for an object

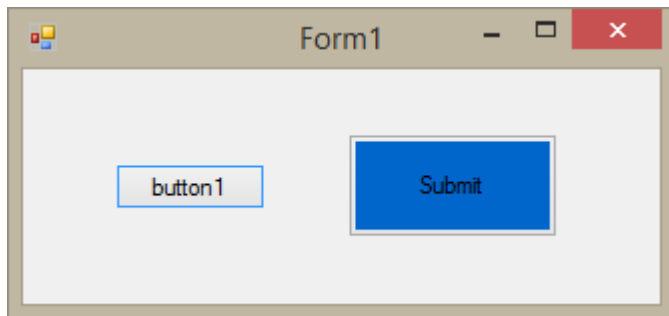
Making a distinction between:

A blueprint and a house, create several houses from the same blueprint. The

A recipe and a meal

A sheet of music and a preformance

A template and an object or instance



```
public partial class Form1 : Form
{
    public Form1()
    {
        InitializeComponent();
    }
}
```

### Create Vehicle Class

```
class Vehicle
{
    // defined fields
    private string _make;
    private string _model;
    private int _elapsedMilage;

    // defined properties
    public string Make
    {
        get { return _make; }
        set { _make = value; }
    }

    public string Model
    {
        get { return _model; }
        set { _model = value; }
    }

    public int ElapsedMilage
    {
        get { return _elapsedMilage; }
        set { _elapsedMilage = value; }
    }
}
```

## Properties

Are attribute of our class. Each instance of our class (object) can have different property value, but they all share the same property definitions.

Properties consist of

Fields variables that hold our property values

Property get and Set statements that allow for accessing and modifying the underlying field.

```
private void button2_Click(object sender, EventArgs e)
{
    //Vehicle Car;
    //Car = new Vehicle();

    Vehicle myCar = new Vehicle(); // new keyword, break point /debug here
    myCar.Make = "DeLorean";
    myCar.Model = "Time Machine";
    myCar.ElapsedMilage = 9999969;

    MessageBox.Show(myCar.Make); // break point /debug here
}
```

## Methods

Actions that can be performed by our class

Code inside an event handler

Functions

A Dog class

Properties: height, weight, breed

Methods: run, jump, Bark

Add drive method to our Car class

Methods

Parameters

Variable scope

Scope means that the var can only be used with the context of the code block which it was defined, or any sub-code blocks that are also defined within the same code block.

Constructors

Methods that execute a new instance of a class (an object) is created.

Constructors are used to initialize the state of a new object.

Overloading

Providing more than one method with the same name, but different 'method signatures' as a convenience to calling the method. A method signature is the number and data type of the parameters that one version of an overloaded method accepts. Convince two different ways to do the same thing.

Hierarchy

Classes 'own' methods and properties and are designated with indentation in the code window.

Classes

Can reference other classes

Static versus Instance Objects

Encapsulation

Public and private – black box programming, take control the assigning of the values. Tenet of OOP that suggests that it is better to only make available those properties and methods of a class that are absolutely necessary for the consumer of the class to access. Example remote control for your T.V. Hide the complexity.



### Inheritance

A tenet of an OOP that allows a class to derive its attributes and its functionality from a base class. The derived class can specialize the base class by adding properties and methods, override properties and methods etc.

Private Methods = "Helper Methods"

Break down large methods into smaller methods

There is no one right way to write code

### Benefits of OOP

1. Provides a process for simplifying the design of an application
2. Keeps changes manageable by keeping the code modular
3. Encapsulation allows your class to change its interface
4. Reusability

### How does it work?

Create an .exe bin directory

C# source code is compiled into a .NET Assembly which contains Intermediate Language (IL)

When the Assembly is executed for the first time on a new computer, the IL will be compiled into machine language optimized for that computer's configuration. (Just-In-Time Compilation)

After compilation on the end user's machine, the Assembly will be loaded into the .NET Framework Runtime Host

- Permissions, security violations, etc
- Provides access to the FCL
- Cleans memory
- and more

### Important!

Your applications depend on the .NET Runtime to be installed on the end user's computer.

An application can include and install the runtime you are using

### Namespaces

Allow you to avoid naming conflicts between two classes that have the same name. Two car classes

GreatVehicles.Finance.Car GreatVehicles.Engineering.Car. Names Stephen O'Connor full qualified name Stephen J O'Connor

To Use Classes in the FCL

Some important Namespaces in the FCL

System.Windows.Forms

System.Data

System.Net

System.Web

System.IO

System.XML

System.Text

And Loads more

### Using the Help system

Dynamic help

Select keyword and click F1 button

Browse through the help

### Namespaces and classes in the Framework Class library

Navigate through Help to learn about the available namespace and classes

.NET Framework Class Library

### What is the .NET framework?

1. Framework Class Library
  - a. A series of classes with methods that encapsulating common system or application related functionality.

- b. Contains hundreds of classes available to applications written to utilize a .NET language like C#
- 2. .NET Runtime Host
  - a. The 'sandbox' or protective bubble' where your applications run
  - b. Manages permissions granted to applications
  - c. Provides a common system of data types across all .NET languages (C#, F#, etc.)
- 3. Utilities (Compilers, Code Generators, etc.)
  - a. Various and sundry applications that perform a wide variety of tasks  
C:\Windows\Microsoft.NET\Framework\v4.0.30319

## SDLC Software Development Cycle

What is it?

What role does design have?

## Programming diagram

Using Appendix A. Draw diagram to describe program features using paper or P.C.

## Error handling

## Project Concert Booking Application

Write code for "Concert Booking" program

Operation of the booking seat plan

Create new file

Open existing file

## Database

What is a database

A file structured for the repository of data.

Organized for easy retrieval, sorting, grouping, relating to other data and

Example: Customer database

Storing Customer Data

Why not use a simple text file

Not easily manageable

Why not use an Excel spreadsheet file?

No easy way to relate sales data to customer information

Relational Database Management System RDBMS

Relational Database Theory – Organizing data into tables that can be related together, this reducing redundancy and increasing the integrity of the data

Normalization – the process

SQL Server

A high end relational database management system

SQL server 2013 Express Edition

Similar power, but intended for smaller projects.

Database Objects

- Tables contain
  - Columns
  - Rows or records

The value of a single column and a single row is called a "field"

The data type for each column in a table  
 The maximum size of data that will be stores In the column  
 The nullability of a column

#### Primary Key

A field or combination of fields that make a given row unique in the database. A way of differentiating each row in a table when all other rows in the same table.

Customer		
Customer ID KEY		
firstName	varchar(50)	Null Null Null Null
lastName	varchar(50)	
address	varchar(200)	
city	varchar(200)	
county	char(2)	
zip	char(2)	
creditLimit	currency	
customerSince	datetime	

#### Data Ingegrity

Keeping data valid, of the correct data type, ect, so that it is usable for its intended purpose.

I

## Links

#### GitHub

<http://git-scm.com/book/en/v2/Getting-Started-Git-Basics>  
<https://windows.github.com/>  
<https://help.github.com/articles/set-up-git/>  
<https://github.com/blog/674-introducing-organizations>

#### Microsoft

<https://www.visualstudio.com/en-us/products/visual-studio-express-vs.aspx>  
[MSDN microsoft.com](https://msdn.microsoft.com/)  
<http://www.learnvisualstudio.net/>  
<https://msdn.microsoft.com/en-us/library/hcw1s69b.aspx>

#### C# Classes

<https://msdn.microsoft.com/en-us/library/x9afc042.aspx>

#### MS SQL Server Database

<https://www.youtube.com/watch?v=kWKlIVyozOg>

#### SQL Server naming conventions

[http://www.isbe.state.il.us/ilds/pdf/sql\\_server\\_standards.pdf](http://www.isbe.state.il.us/ilds/pdf/sql_server_standards.pdf)

<https://processing.org/tutorials/2darray/>

Two-Dimensional Arrays

Design

[SDLC Overview](#)

Inheritance, Polymorphism, and Abstract Classes

<http://math.hws.edu/javanotes/c5/s5.html>

<https://projecteuler.net/>

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## C

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