

Object Oriented Programming

Pass Task 1.2: C# Reference Sheet



Overview

Object oriented languages like C# build on top of structured programming principles. This means that these languages share many features with languages like Pascal and C. To help you get started you need to learn the new syntax for the C# language.

Purpose: Learn the C# language as quickly as possible so you can complete other unit tasks.

Task: Create a reference sheet with C# language features.

Time: This task should be completed over the next few weeks, but it's best to get it complete as soon as possible.

- Resources:**
- C# Station Tutorials
 - [Lesson 1](#) to [Lesson 5](#)
 - [Encapsulation](#) and [Properties](#)
 - Tutorials Point
 - [C# Programming Tutorials](#)
 - [C# Programming Quick Guide](#)
 - Any C# books chapters on:
 - Types, Operators, Control Flow, Method declarations
 - [UML Class Diagrams Tutorial](#) by Robert C. Martin
 - Swinburne Videos on iTunesU
 - [Quick Start with C-style syntax](#)
 - [Introducing Objects](#)

Submission Details

You must submit the following files to Canvas:

- C# reference sheet

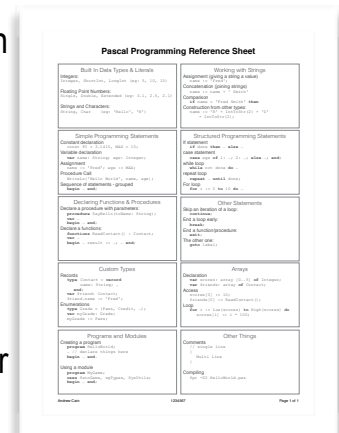
Instructions

Create a **C# Programming Reference Sheet** that covers the basic details of the language syntax. This will be a single page with most of the things you will need to get started programming with C#.

1. Download the Pascal Reference Sheet from Blackboard as an example to work from.
2. Download the start of the C# Reference Sheet that covers the same examples.

Make sure that your code examples follow the C# programming convention.

Once your reference sheet is completed, you can prepare it for your portfolio by uploading to Canvas for feedback.



Assessment Criteria

Make sure that your task has the following in your submission:

- Your C# examples cover the same areas as the Pascal examples.
- Your C# examples use the C# coding convention