Programming 2 Tutorial

Goals:

Learning how to create, implement, and expand classes

Create an app that lets you display class, student, and teacher information

Outline goal

Display Classes to be taken

* Name of the class
* Class Number
* Teacher who teachers
* Students who attend (multiple)

Display Teacher Information

* Name ( First Name and Last Name
* Classes they teacher

Display Student Information

* Name ( First Name and Last Name)
* Classes they attend

Create a Menu that will let the user execute different commands

* Display Teachers
* Display Students
* Display Classes
* Add Classes
* Add Students
* Add Teachers
* Add and remove students and teachers to classes

Step One – Page One:

Building your first class

* Display how to add a class to your project
  + Right Clicked
  + Add
  + Class
  + Give a name
* Display how to organize classes. Comment…
  + Fields
  + Constructor
  + Properties
  + Methods

Step Two – Fields:

Create and explain fields

* Explain why we consider two fields
* User place holder for teacher and strings
* Make them public ( Save access modifies for later )
* Create a SchoolClass instance in Program ( explain instance )
* Have change name, teacher, and student ( explain dot modifier )
* Have display name, teacher, and student

Step Three – Constructor:

* Explain the purpose of a constructor
* Explain the default constructor
* Explain creating our own constructor and how it gets rid of the default constructor