

# Cyber Security Center

## Logic Development Program

### C# Design Pattern (OOP → Part – 1)

*(Write Code and Snap Shot of output)*

SL	Questions
1.	<p>Create a class with the name of “FavouriteTeacher” Where you have to keep few fields such as</p> <ol style="list-style-type: none"><li>1. TeacherName (String)</li><li>2. TeacherID (integer)</li><li>3. TeacherHeight (float)</li><li>4. TeacherFavouriteColor (string)</li><li>5. IsTeacherAnnoyed (boolean)</li></ol> <p>Keep few methods</p> <ol style="list-style-type: none"><li>1. PrintTeacherName()</li><li>2. PrintTeacherID()</li><li>3. PrintTeacherHeight()</li><li>4. Print TeacherFavouriteColor()</li><li>5. PrintIsTeacherAnnoyed()</li></ol> <p>Now initialize the “FavouriteTeacher” class from Main function. And populate data. Then call the functions to print data.</p>
2.	<p>Suppose you are a fruit shop owner. Now, Create a class with the name of “Fruit” Where you have to keep few fields such as</p> <ol style="list-style-type: none"><li>1. FruitName (string)</li><li>2. FruitColor(string)</li><li>3. NumberOfFruit (int)</li></ol> <p>Keep few methods in this class:</p> <ol style="list-style-type: none"><li>1. AddFruitNumber(int number)</li><li>2. RemoveFruit(int number)</li></ol> <p>Task:</p> <ol style="list-style-type: none"><li>1. Initialize the fruit class for Mango.</li><li>2. Add 5 mangoes for Mango Class.</li><li>3. Initialize the fruit class 2<sup>nd</sup> time for Banana.</li><li>4. Add 3 bananas for Banana Class.</li><li>5. Remove 3 mangoes from Mangoes class.</li><li>6. Remove 2 bananas from Banana class.</li><li>7. Print all data of Mangoes.</li><li>8. Print all data for Bananans.</li></ol>

