**1050 Programming Logic**

Lab 2 (20 points total)

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*Complete the following exercises. Enter your answers directly into this Word document. When completed, submit the Word document to Blackboard. For the programming exercise, please copy/paste your code into this document with a screenshot of the program executing. Note: you may have to refer back to Chapter 3 for some of the problems.*

* Using figure 3.18 (see below), create a program that allows input of two integers. Output the product. (4 points)
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* Add a single Console.WriteLine statement that outputs the following. Use Figure 3.17 (see below) (3 points)

Hello World!  
From [Your Name]



* Add an output statement that outputs the following. Note: there is a tab between the two phrases (3 points)  
  Hello World! From [Your Name]
* 
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* Answer the following with short answers (10 points, 2 points each):
* At what point in the program does our C# Console Application execution?

At the very start of the application.

* What is the difference between an integer type variable and a double / floating-point variable? Integers and floats are two different kinds of numerical data. An integer is a number without a decimal point. A float is a floating-point number, which means it is a number that has a decimal place. Floats are used when more precision is needed.
* We can create blocks of code that we can call by name using a method. Give an example of a method from Chapter 4. Account
* Like we have types double and int, we can create our own custom types using Classes. Each class has variables called instance variables or class members. To read the value of an instance variable, we create method called a \_\_\_\_ accessor. To assign a value ton instance variable, we use a method called a \_\_\_\_ accessor. set,get
* What is the difference between a class and an object? How many instances of a class can we create (please explain your answer)? A class defines object properties including a valid range of values, and a default value. A class also describes object behavior. An object is a member or an "instance" of a class. An object has a state in which all of its properties have values that you either explicitly define or that are defined by default settings.



