

C#.NET LAB 12: Class UML

NOTE: Points will be awarded for items that are written correctly in themselves but don't actually work because other things are broken. There is a total of 10 points available for this lab.

Task: Design the following classes based on the provided UML diagram.

Build Specifications

- **3 Points:** Each class has three parts: the class name, then the properties, and last is the methods. For each class, look at the provided UML diagram to know what properties and methods that you need to implement.
- **1 Point:** The properties are set as private and the methods are set as public - don't forget to set the properties as well.
- **1 Point:** Override the ToString method that is coming from the Object class. Each class will use the ToString method to print the values of its properties. For instance, the Person class, the ToString method will print the name and the address.
- **1 Point:** The Student and the Staff classes will extend the Person class. You can use "base" to call the Person class constructor from the constructors of those subclasses.
- **1 Point:** Add a default constructor to each class

Additional Requirements

- **1 Point:** For answering the Lab Summary while submitting to the LMS.
- **-2 Points:** if there are any syntax errors or if the program does not run (for example in a Main method)

Extra Exercises

- **1 Point:** Create a list of persons in the main method and print those to the screen. Include 3 students and 2 staff in your list of persons.
- **1 Point:** Create a method that allows the user to add a student or staff member to the person list. Print that list to the screen.

