

SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

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# Object Oriented Hello World

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PDF generated at 00:26 on Sunday 30<sup>th</sup> July, 2023

```
1  using System;
2
3  namespace HelloWorld
4  {
5      public class Program
6      {
7          public static void Main(string[] args)
8          {
9              Message myMessage = new Message("Hello World - from Message Object");
10             Message[] messages =
11             {
12                 new Message("Welcome back!"),
13                 new Message("What a lovely name"),
14                 new Message("Great name"),
15                 new Message("Oh hi!"),
16                 new Message("That is a silly name")
17             };
18             myMessage.Print();
19
20             while(true)
21             {
22                 Console.WriteLine("Enter name: ");
23                 string input_name = Console.ReadLine();
24                 switch(input_name.ToLower())
25                 {
26                     case "mark":
27                         messages[0].Print();
28                         break;
29                     case "fred":
30                         messages[1].Print();
31                         break;
32                     case "wilma":
33                         messages[2].Print();
34                         break;
35                     case "alice":
36                         messages[3].Print();
37                         break;
38                     default:
39                         messages[4].Print();
40                         break;
41                 }
42             }
43         }
44     }
45 }
46
47
```

```
1  using System;
2  namespace HelloWorld
3  {
4      public class Message
5      {
6          private string _text;
7          public Message(string txt)
8          {
9              this._text = txt;
10         }
11         public void Print()
12         {
13             Console.WriteLine(this._text);
14         }
15     }
16 }
17
```



