

## 22.1 Plymouth Computing

### CS107.3 Object Oriented Programming with C#

#### Question 01

What would be the output of following program?

```
using System;
namespace MyConsoleApp
{
    public class Hello
    {
        public int a = 100;
    }
}
```

```
using System;
namespace MyConsoleApp
{
    class MainClass
    {
        public static void Main(string[] args)
        {
            Hello hello = new Hello();

            Console.WriteLine("Your age is: " +hello.a);

            Console.ReadLine();
        }
    }
}
```

#### Question 02

In above program what will happen if the variable 'a' has private access modifier in Hello Class? Explain your answer.

### Question 03

Read the following instructions and create the console application program

- Create a class call EncapData.cs and create two private variables to store radius value and pi value.
- Inside the main class you have to get the radius value from the user and pass it to EncapData.cs Class.
- Inside EncapData.cs class create getters and setters to find the Area of the circle and to find the circumference of the circle.
- Return the answers from the EncapData.cs Class
- Display the answers inside Main class (program.cs).

### Question 04

Create a Console application program which contain an encapsulation class for four basic arithmetic operations.

Inside the encapsulation class you should have two private variables and getters and setters for basic arithmetic operations. Then return answers for summation, subtraction, multiplication and division and print them on main method.