

# Mandatory Activity 1. Object Oriented Programming

This activity must be autonomously done by the student. **It must be done prior to the following laboratory class.** It will be used as part of the following laboratory.

## Activity 1

Add to the `Employee` class the following **properties**. Take into account the specified restrictions to implement them. Complete the `ToString` method of the class to show its values.

- `Surname1 (string)`
- `Surname2 (string)`
- `ID (int)` (positive)

## Activity 2

Add to the `Videogame` class the following **properties**. Take into account the specified restrictions to implement them. Complete the `ToString` method of the class to show its values.

- `SKU (int, always over 9000)`
- `Title (string)`
- `Platform` (only three possible values are accepted: *PS3*, *Xbox360* or *Wii*)
- `Year (int between 1996 and 2020, included)`
- `Genre (string)`
- `Editor (string)`
- `AmericaSales (double)`
- `EuropeSales (double)`
- `JapanSales (double)`
- `RestOfTheWorldSales (double)`

## Activity 3

Implement a `List` class as a simple linked list. The class has to be able to collect integers (`int`). Implement at least the following methods:

- `Add`
- `Delete`
- `GetElement`
- `NumberOfElements` property

### Implementation guidelines:

1. Think **carefully** the method signature and if the property has to be read-only or not.
2. Implement a program that uses this class **in a different assembly** inside the same solution, as we saw in class. This program **has** to use **all** the implemented methods.
3. Use all the programming elements we have seen till now.