C# /.NET

Store Order Class With Collection

Objective: Write a simple user-defined class and test it

# Training Objectives:

1. Demonstrate use of basic and intermediate language features and data structures within the language.
2. Demonstrate how to design, and implement user defined classes.

# Turn in requirements:

1. Please name your Program LastnameP1, such as NelsonP1.
2. Check your code into source control.

# Program Requirements:

1. **3 pts** Write your name, email address and file name at the top of your source code in a comment.
2. **5 pts.** Use Console.WriteLine statements to write your name, program title, and program objective to the screen so that it is the first thing I see when your program runs. This is your header.
3. **5 pts** Use good C# programming style and formatting for your program.
4. **5 pts** Use appropriate comments to explain what you are doing.

Create a Console-based program that will expand the Computer class to improve functionality.

## Catalog Class

Add a Catalog class. This class will have a private List<CatalogItem> field called items. It will also have a public property called Items that exposes the private field. Use a fully qualified property not an Auto-Property. You should also provide a constructor that will initialize the values of the list to three starting Catalog items. The ToString() method should be overridden and should display all the Catalog items in a neatly displayed list format. ToString() should iterate through the list of CatalogItems and call the individual CatalogItem ToString methods to build this list.

## Program.CS

Modify Main so that it instantiates a Catalog object rather than a List object directly.

The do another loop should be mostly the same except that your will need to modify the add and remove methods so that they are called off of Catalog.Items (Catalog.Items.Add(… and Catalog.Items.RemoveAt(…).

Since Catalog handles the initialization of the list you can remove any initialize methods in Main.cs.