1 Syntax

1.1 Task

Create a program to find all the factors of any positive integer.

```
Input: 12
Output: 1, 2, 3, 4, 6, 12

Input: 7
Output: 1, 7

Input: 16
Output: 1, 2, 4, 8, 16
```

1.2 Task

Expand the program to calculate the highest common factor between two numbers

```
Input: 12, 16
Output: 4

Input: 7, 15
Output: 1
```

1.3 Notes

This session focused on becoming comfortable with syntax. You should be comfortable with the correct syntax for classes, methods, fields, and other members.

```
Creating a class

1 public class MyClass {
2 ...
3 }
```

```
Creating properties

1 public class MyClass {
2  public int MyProperty { get; set; }
3 }
```

```
Creating fields

1 public class MyClass {
2 private int MyField;
3 }
```

You should also be comfortable calling methods and refering to variables and properties in the code, as well as declaring variables.

```
Declaring variables

1 public class MyClass {
2   public static int AddNumbers(int first, int second) {
3     var result = first + second;
4     return result;
5   }
6 }
```

We also looked at creating Lists and looping through lists.

```
Looping over a list

1 public class MyClass {
2  public static void PrintAllInList() {
3   var numbers = GetNumbersFrom1To5(); // method from above
4   foreach(var number in numbers) {
5      Console.WriteLine(number);
6   }
7  }
8 }
```

2 Object oriented programming

2.1 Task

Create a program to store detals about school courses, and list them all, when requested.

```
Example
Input: 1
Output:
1. List all courses
2. Search for student
All Courses:
   Core:
        Astronomy
        Charms
        Defence Against the Dark Arts
       Flying
        Herbology
       History of Magic
       Potions
        Transfiguration
   Optional:
        Alchemy
        Apparition
        Arithmancy
        Care of Magical Creatures
       Divination
        Study of Ancient Runes
   Extra Curricular:
        Advanced Arithmancy Studies
        Ancient Studies
       Magical Theory
        Orchestra
```