

OBJECT ORIENTED PROGRAMMING

Lab 3 – on struct datatype objects, placeholders and try and catch

Objective

You will do some programming exercises of variables and data types in C#. It will help you to improve your programming skills in using **struct and object creation in C#**.

Q1: Use Visual Studio editor to write a console program in C# to display complete student information.

Create a struct **Person** with members for the **first name**, **last name** and **age**. Create another struct **Student** with members for the **Student ID**, **college name**, **city**, and **address**. Create two objects for representing two students from the same college. Accept (validate) student's and college values into the appropriate variable's datatypes (use **Convert** class). Store all those values into objects, and then, print (show) all the students information in correct format (on two lines) by using the placeholders (align all the numbers to the right and text to the left). Add the try & catch to all your conversions from string to some others datatypes (use goto instruction if you have an exception).

Use a loop for having the valid age value entered between 18 to 65 years old.

Use a loop **do .. while** and **switch** for entering more than one student data.

Test and debug your programme and identify yourself and the work and comment the code of **.cs** file.

Send your. cs file(s) by LEA of Omnivox