

# OBJECT ORIENTED PROGRAMMING

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## Lab 3.2 – on struct datatype objects, array, 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**, **array** and **object creation in C# using struct**.

**Q1:** Use Visual Studio editor to write (modify) a console program in C# to create, validate, then add to an array up to 5 **Student** objects.

Create a struct **Person** with members for the **first name**, **last name** and **age**. Create another struct **Student** with members: **Person**, **student ID**, **college name**, **city**, and **address**. (use/modify the attached file if necessary).

Accept (validate) student's and college values into the appropriate object struct variable's datatypes (use appropriate **Convert** class). Use a loop for having the valid age value entered between 18 to 65 years old.

Option 1 = Add the try & catch to all your conversions from string to some other datatypes (use **goto** instruction if you have an exception). Store all those values into an object, and then, save that object into an array of 5 elements.

Option 2 = Print (show) all the student's information from the array, in correct format (on two lines) by using the placeholders (align all the numbers to the right and text to the left).

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