1050 Programming Logic

Lab 2 (20 points total)

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*Complete the following exercises. Enter your answers directly into this Word document. When completed, submit the Word document to Blackboard. For the programming exercise, please copy/paste your code into this document with a screenshot of the program executing. Note: you may have to refer back to Chapter 3 for some of the problems.*

1. Using figure 3.18 (see below), create a program that allows input of two integers. Output the product. (4 points)

1. Add a single Console.WriteLine statement that outputs the following. Use Figure 3.17 (see below) (3 points) Hello World!

From [Your Name]

1. Add an output statement that outputs the following. Note: there is a tab between the two phrases (3 points)

Hello World! From [Your Name]

1. Answer the following with short answers (10 points, 2 points each):

* 1. At what point in the program does our C# Console Application execution?

The main method is where the application starts its execution.

* 1. What is the difference between an integer type variable and a double / floating-point variable?

Double/floating-point variables deal with decimals, whereas integer type variables deal only with whole numbers. Double/floating-point variables are more precise and predominantly used when writing programs that involve monetary numbers.

* 1. We can create blocks of code that we can call by name using a method. Give an example of a method from Chapter 4.

Main (static void main ()) is an example of a method from chapter 4. The main method is where the execution of a program begins. If the main method is not there, the program will not execute and will throw an error. myaccount.getname and myaccount.setname are other methods from chapter 4.

* 1. Like we have types double and int, we can create our own custom types using Classes. Each class has variables called instance variables or class members. To read the value of an instance variable, we create method called a ***get*** accessor. To assign a value ton instance variable, we use a method called a ***set*** accessor.

* 1. What is the difference between a class and an object? How many instances of a class can we create (please explain your answer)?

A class is a group or a type. There are many real-life examples such in science there are classes of insects or animals. A truck would be an example of a class, it even states it in commercials, “voted best in its class.” Objects of the different insects or animals or trucks that may fall into a particular class. IT1050 is a class, and the units or lessons within the class would be the objects. Objects represent the class. Objects and classes are both created by the programmer when writing code.



