**BCS 450 C# Lab – Interfaces**

***Overview***

Create a project in C# using Visual Studio. You will write a program that uses interfaces.

***Part 1 – Create the project***

Create a C# console application in Visual Studio. Name the project Lab-Objects.

***Part 2 – Create IFileOperations Interface***

Create a new interface named IFileOperations. It should contain the following method prototypes:

* void Open(string filename)
* void Save()

***Part 3 – Create IDisplay Interface***

Create a new interface named IDisplay. It should contain the following method prototypes:

* void Show(string filename)

***Part 4 – VideoGameInfo Class***

Create a VideoGameInfo class. This class should have the following member variables: name(string), platform(string), price(double)

This class should implement both the IFileOperations interface and the IDisplay interface.

* Open – Opens a new StreamWriter instance to the given filename. Make sure you declare a class level member variable of type StreamWriter to store the instance. No writing should actually be done in this method.
* Save – Write member variable data to the member variable StreamWriter. Make sure to call the Flush() method on the StreamWrite at the end of Save so the StreamWriter sends all the data to the file.
* Show – Write member variable data to the screen.

There should be properties for name, platform, and price.

***Part 5 – Main***

In main declare an instance of VideoGameInfo. You should also declare interface pointers of type IFileOperations and IDisplay. The interface pointers should both be set to the VideoGameInfo instance. Make sure to call all methods on the interface pointers.