

SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

Object Oriented Hello World

PDF generated at 23:59 on Sunday 6th August, 2023

```
1  using System;
2  namespace HelloWorld
3  {
4      class MainClass
5      {
6          public static void Main(string[] args)
7          {
8              Message[] myMessage = new Message[6];
9              myMessage[0] = new Message("Hello World - from Message Object");
10             myMessage[1] = new Message("Welcome back!");
11             myMessage[2] = new Message("What a lovely name");
12             myMessage[3] = new Message("Great name");
13             myMessage[4] = new Message("Oh hi!");
14             myMessage[5] = new Message("That is a silly name");
15
16             Console.Write("Enter your name: ");
17             string name = Console.ReadLine();
18             string lowerCaseName = name?.ToLower();
19
20             if (lowerCaseName == "lorra")
21             {
22                 myMessage[1].Print();
23             }
24             else if (lowerCaseName == "oliver")
25             {
26                 myMessage[2].Print();
27             }
28             else if (lowerCaseName == "monika")
29             {
30                 myMessage[3].Print();
31             }
32             else if (lowerCaseName == "zach")
33             {
34                 myMessage[4].Print();
35             }
36             else
37             {
38                 myMessage[5].Print();
39             }
40             Console.ReadLine();
41         }
42     }
43 }
```

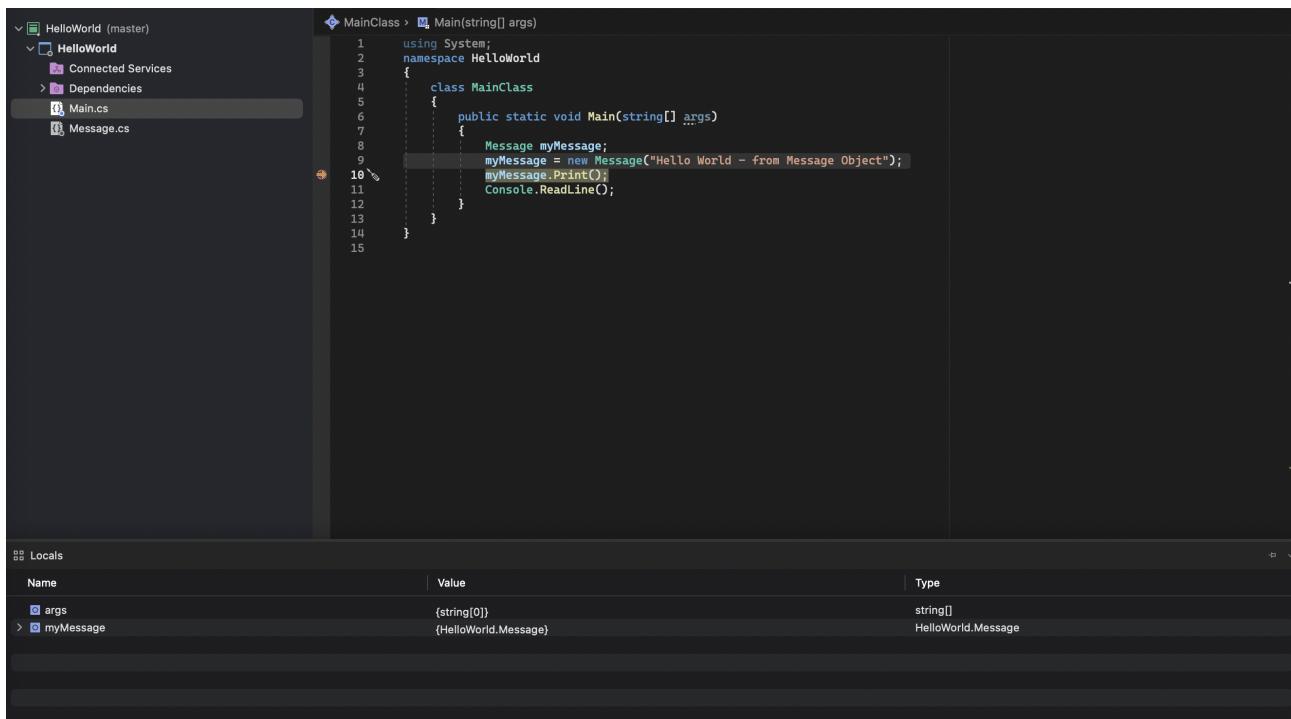
```
1  using System;
2  namespace HelloWorld
3  {
4      public class Message
5      {
6          private string _text;
7
8          public Message(string text)
9          {
10             _text = text;
11         }
12
13         public void Print()
14         {
15             Console.WriteLine(_text);
16         }
17     }
18 }
```

The screenshot shows the Microsoft Visual Studio IDE interface. The solution tree on the left shows a single project named "HelloWorld" with a master branch. The "Program.cs" file is the active tab in the code editor, containing the following C# code:

```
1  using System;
2  namespace HelloWorld
3  {
4      class MainClass
5      {
6          public static void Main(string[] args)
7          {
8              Message[] myMessage = new Message[6];
9              myMessage[0] = new Message("Hello World - from Message Object");
10             myMessage[1] = new Message("Welcome back!");
11             myMessage[2] = new Message("What a lovely name");
12             myMessage[3] = new Message("Great name");
13             myMessage[4] = new Message("Oh hi!");
14             myMessage[5] = new Message("That is a silly name");
15
16             Console.Write("Enter your name: ");
17             string name = Console.ReadLine();
18             string lowerCaseName = name.ToLower();
19
20             if (lowerCaseName == "lorra")
21             {
22                 myMessage[1].Print();
23             }
24             else if (lowerCaseName == "oliver")
25             {
26                 myMessage[2].Print();
27             }
28             else if (lowerCaseName == "monika")
29             {
30                 myMessage[3].Print();
31             }
32             else if (lowerCaseName == "zach")
33             {
34                 myMessage[4].Print();
35             }
36             else
37             {
38                 myMessage[5].Print();
39             }
40         }
41     }
42 }
```

The terminal window at the bottom shows the program's output:

```
Enter your name: zach
Oh hi!
```



MainClass > Main(string[] args)

```
1  using System;
2  namespace HelloWorld
3  {
4      class MainClass
5      {
6          public static void Main(string[] args)
7          {
8              Message myMessage;
9              myMessage = new Message("Hello World - from Message Object");
10             myMessage.Print();
11             Console.ReadLine();
12         }
13     }
14 }
```

Locals

Name	Value	Type
args	{string[0]}	string[]
myMessage	{HelloWorld.Message}	HelloWorld.Message