# IT 230 Coding Activity Submission Template

Submit your work on the coding activities for Modules One, Two, Three, Four, and Six in this document. In addition to this document, you should submit a ZIP file containing all your Visual Studio project files and source code that can be run in Visual Studio on a different computer.

For each coding activity, complete the following steps:

* Download and rename this document to meet the file naming conventions requested in the assignment instructions.
* Fill in the required information below by replacing the bracketed text with the relevant information.
* Submit this document and your ZIP file for grading and feedback. Your ZIP file should follow the same naming conventions.

Document your work in the coding activity by completing each of the following items:

1. Provide a screenshot of the output that resulted from running your program successfully in Visual Studio. See the coding assignment instructions for an example of what should be included in the screenshot. Your screenshot must include the following elements:
   1. Your last name as the first printed text on the screen
   2. Verification that the program is fully functioning and data results are accurate for the given problem

A screenshot of a computer

Description automatically generated

A screenshot of a computer

Description automatically generated

A screenshot of a computer

Description automatically generated

1. Copy and paste the source code text you wrote for this assignment from the \*.cs file into the space below. Only providing the \*.cs files or a screenshot does not meet the requirements for this part of the assignment. Code should be logically organized. It should also follow proper syntax and conventions noted in the Coding Activity Guidelines and Rubric.

namespace CreateClassesObjs

{

public class Course

{

// Private field to hold the name of the course

private string name;

// Method to set the name field to a given string value

public void setName(string courseName)

{

name = courseName;

}

// Method to retrieve the name field

public string getName()

{

return name;

}

// Method that overrides the ToString() so it can be displayed in a WPF window

public override string ToString()

{

return name;

}

}

}

1. Show that you understand the task by explaining the design of your program in the space below. Include the process and steps you took to write your code. Explain how you arrived at the solution to the problem and completed the activity.

To complete this assignment, I took the file supplied to me for the activity and added a new class. With that new class, I wrote new code to make the program properly work. It’s very important that we create a method to call the name of the courses correctly and have it be able to return to name as well. We also have a method that overrides the ToString() to make the program properly be displayed.

1. Reflect on your learning experience and what you learned from completing the activity.

At first, I was struggling with setting up the code properly. By messing with it for a while, I learned that I needed to make sure that the courseName string was being called so that the options could be displayed. This was very valuable to me as a new programmer because it lets me test my skills when my code doesn’t work. I eventually figured it out and I felt it was very valuable.