

# PRACTICE SHEET WEEK - 1

## Topics:

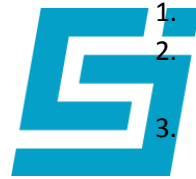
1. Class creation in VS Code.
2. Deploying code to the salesforce org.
3. Methods Inside class.
4. Classes, Class Objects/Instantiation.

## IMPORTANT NOTE:

**CREATE A SEPARATE DEVELOPER ORG FOR SATURDAY PRACTICE SESSIONS.  
ALSO SEPARATE SFDX PROJECT.**

**DO NOT USE THE SAME ORG AND VS CODE PROJECT FOR PRACTICE SESSION AND DAILY SESSIONS.  
IN OTHER WORDS - USE DIFFERENT ORG FOR DAILY SESSIONS AND SATURDAY PRACTICE.  
I REPEAT. USE.DIFFERENT.ORGs.**

1. **Pre-requisite:** Signup for new developer org and create a new folder and project with manifest in VS Code:



1. Signup for a new salesforce developer org from <https://developer.salesforce.com/signup>
2. Open NEW WINDOW in VS Code -> create new project with VS Code and name it as DEV-PRACTICE.
3. Now Authorize the developer org created in step-1 in VS code

## PRACTICE SHEET WEEK - 1

### Practice Questions:

2. Discuss: What is Anonymous apex execution with your group and mentors.

Print following statements using anonymous apex

1. 'Welcome to Developer practice week 1' (using Dev Console)
  2. 'Welcome to Developer practice week 1, again' (using VS Code)
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3. Create an Apex class with Name as '**Team**'. Create a method inside the Team class with the name '**teamDescription**'. Inside **teamDescription** method print description of your favorite team of your favorite sport:

1. Example:  
'Indian Cricket team is my favorite team'  
'India has won two cricket world cups, one in 1983, and second in 2011'

Once you are done with the above steps, create an Anonymous Apex file to execute the '**teamDescription**' method of **Team** class.



SOFT INNOVAS

4. Create an Apex class with Name as '**Player**'. Create a method inside the Player class with the name '**playing**'. Inside **playing** method define 5 different variables to store names of 5 favorite players: [Assign values to all the following variables]

1. player1Name
2. player2Name
3. player3Name
4. player4Name
5. player5Name
6. Now include the debug messages for the following requirements:
  - i. Print all the variables one by one in playing method
  - ii. The number of characters in each Player Name.
  - iii. Print player1 and player3 in Capital letters

Once you are done with the above steps, create an Anonymous Apex file to execute the '**playing**' method of **Player** class.

5. Create a class name as '**PlayingWithDates**' and inside this class create a method name as '**printDateOutput**'. Inside the **printDateOutput** method do the following:
- Print today's date.
  - Create an instance of a date for 5th November 2789.
  - Create an instance of a date for 4th March 1459.
  - Create three Integer variables (dayInt, monthInt, yearInt) for storing day, month, year respectively, and provide some default values. Using the three Integer variables (dayInt, monthInt, yearInt) create a new date instance and save it in a new variable

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**END**

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