

SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

1.2P - Object Oriented Hello World

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

```
1  using System;
2
3  namespace HelloWorld
4  {
5      public class Message
6      {
7          private string _text;
8
9          public Message(string text)
10         {
11             _text = text;
12         }
13
14         public void Print()
15         {
16             Console.WriteLine(_text);
17         }
18     }
19 }
```



