C# INTERMEDIATE

INTRODUCTION TO CLASSES

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Intermediate\_1\_Classes

{

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

// NOTES

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

//==========

// OBJECT

//==========

// An Object is an instance of a Class

//==========

// STATIC

//==========

// A Static Method is a method that is called directly from the Class

// and not frm an Object

// Static methods are used to represent concepts that are singleton

// This means that certain they are used when you want certain methods

// or properties that should be represented by only one instance.

// An example is DateTime. You should only have 1 instance telling you

// what the DateTime is.

// SYNTAX OF STATIC MEMBERS

/\*

public class Person

{

public static int PeopleCount = 0;

}

\*/

class Program

{

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

// EXAMPLES

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

// Declaring a Class

public class Person

{

// A property

public string Name;

// A method

public void Introduce(string to)

{

// The below is known as a 'format string'

Console.WriteLine("Hi {0}, I am {1}", to, Name);

}

// A Parse method that returns an Object Instance of the class

// based on the string input. That string input will be the

// name of the Person object returned

public Person Parse1(string str)

{

var person = new Person();

person.Name = str;

return person;

}

public static Person Parse2(string str)

{

var person = new Person();

person.Name = str;

return person;

}

}

static void Main(string[] args)

{

// Creating an instance of the Person Class and using its methods

// to set the Objects Name

/\*

var person = new Person();

person.Name = "John";

person.Introduce("Mosh");

\*/

// Creating an instance of the Person Class through the use of a

// custom built Parse method that returns a Person Object with

// the specified name.

// This is an odd way of instantiating an Object of a Class and

// setting its property values.

/\*

var person = new Person();

var p = person.Parse1("John");

person.Introduce("Mosh");

\*/

// Using a static method to set the properties and use the methods

// of a class

var person = Person.Parse2("John");

person.Introduce("Mosh");

}

}

}