2024-09-19

## Warm-up Exercises

1. Consider the following partial class definition:

public class Book  
{  
 private string title;  
 private string author;  
 private string publisher;  
 private int copiesSold;  
}

1. Write a statement that would create a Book object.
2. Write a “getter” and a “setter” for the title attribute.
3. Write a constructor for the Book class taking at least one argument.

## Questions

1. How do you make reference to a public property Name outside of the class.

* \*Name
* +Name
* .Name
* neither of these

1. In C#, you should think of the class’s properties as the class’s attributes.

* Yes
* No

1. The property notation allows the client to directly manipulate the private instance variable.

* Yes
* No

1. Consider the code:

public void SetName(string tempAccountName)  
{  
name = tempAccountName; // store the account name  
}

Which of the following statements is false? - [ ] The first line of each method declaration is the method header. - [ ] The method’s return type specifies the type of data the method returns to its caller after performing its task. - [ ] The return type void indicates that when SetName() completes its task, it does not return any information to its calling method. - [ ] All methods require at least one parameter to provide data to perform tasks.

1. A return type of \_\_\_\_\_ is specified for a method that does not return a value.

* int
* double
* void
* None of the above.

1. Methods are called by writing the name of the method followed by \_\_\_\_\_ enclosed in parentheses.

* a condition
* argument(s)
* a counter
* None of the above.

1. The parameter list in the method header and the arguments in the method call must agree in:

* Number
* Type
* Order
* All of the above

1. Suppose method1 is declared as

public void method1(int a, float b, string c)

Which of the following methods does not overload method1? - [ ] void method2(int a, float b, char c) - [ ] int method1(float a, int b, string c) - [ ] float method1(int a, float b) - [ ] string method1(string a, float b, int c)

1. Write a get method for an instance variable named total of type **int**.
2. Write a getter for an attribute of type **string** named myName.
3. Write a setter for an attribute of type **int** named myAge.
4. Assuming name is a **string** instance variable, there is a problem with the following setter. Fix it.

public int SetName1(string var){  
 name = var;  
}

1. Is it possible to have more than one constructor defined for a class? If yes, how can C# know which one is called?
2. What is the name of a constructor method? What is the return type of a constructor?
3. Write a constructor for a Soda class with one **string** attribute called name.
4. What is the “default” constructor? Do we always have the possibility of using it?
5. Why would one want to define a constructor for a class?

## Problems