

SYSTEMS DESIGN / CAPSTONE PROJECT MIS 413

User Guide 3.1

Objects/Classes

Objects/Classes permit the developer to handle ‘related properties/attributes’ as one ‘object’ or unit (or variable) instead of creating variables for each attribute.

In this example we will build a quick “Person” Object with few attributes, these will be expanded later.

1. To create a Class, right click on the project name and ADD NEW ITEM
2. Select Class, name it PersonInfo
3. Save, it will ask if you want to put it in App_CODE, answer YES

Here is the code for a simple person class

```
public class PersonInfo
{
    public int PersonID { get; set; }
    public string FirstName { get; set; }
    public string LastName { get; set; }
    public string Email { get; set; }
    public int RoleID { get; set; }

    public PersonInfo()
    {
        //
        // TODO: Add constructor logic here
        //
    }
}
```