NAME - KAYODE DANIEL AYOMIDE

LEVEL - HND 1

DEPARTMENT - COMPUTER SCIENCE

1. Write a Short Note On The Evolution Of .Net Framework And C#

The .Net framework and C# have come a long way. The .Net framework was First introduced by Microsoft in 2002, providing a platform for developing and running application. C# is a programming language that was specifically designed for the .net framework over the years, both the framework and the language have evolved with new features and improvements, making it easier and more powerful for developers to create software. Today the latest version of .Net frameworks is .Net Core

Which is an open source and cross platform. It’s exciting to see how these new technologies continue to grow and shape the software development landscape.

1. Explain The Following:
2. Mono
3. Xamarin
4. COM
5. .net Core
6. Unity C#
7. REST
8. MONO- This is a system software platform designed to allow Developers to easily Create Cross Platform application Sponsored by Microsoft. It is also an open source Implementation by Microsoft .Net framework as part of the .Net foundations.
9. Xamarin- This is an Open source platform for building modern and Performant Applications for IOS, ANDROID, and WINDOWS with .Net.
10. COM- ( common Object model) This is a binary interface standard for software components introduced by Microsoft in 1993.it is used to enable inter-process communications (IPC) object creation in a large Range of programming language.
11. .NET CORE- This is a new version which is free, open source, general purpose development platform maintained by Microsoft.
12. Unity C#- is a real time development platform for building 2D and 3D applications like Games and simulations using Net and c# programming language.
13. REST- Short for (Representational State Transfer) is a type of software Architecture that was designed to ensure inter operability between different internet computer systems
14. Critically explain 3 functions of CLR( common language runtime)
15. Clearing the screen: CLR can be used to clear the console screen , removing any previous output and making it easier to read new information.
16. Improving readability: by clearing the screen, clr helps maintain a clean and organized interface, making it easier for users to navigate and understand the displayed information.
17. Resetting the console: in some cases CLR can also reset the console to it’s default state, clearing any stored variables or configurations that may have been set during the program execution.