Bahria University,

Karachi Campus



LAB EXPERIMENT NO.

\_\_\_9\_\_\_

LIST OF TASKS

|  |  |
| --- | --- |
| TASK NO | OBJECTIVE |
| 1 | Create a Immutable Class of your own module. |
|  |  |

Submitted On:

\_\_\_\_23/12/2022\_\_\_\_

(Date: DD/MM/YY)

**Task 1:**

**Solution:**

using System;

namespace lab9sc

{

class Admin

{

private readonly string \_AdminName;

public string AdminName

{

get { return \_AdminName; }

}

private readonly int \_AdminAge;

public int AdminAge

{

get { return \_AdminAge; }

}

public Admin(string paramCAdminName,

int paramAdminAge)

{

\_AdminName = paramCAdminName;

\_AdminAge = paramAdminAge;

}

public string AData()

{

return string.Format("Hi Admin {0}", \_AdminName);

}

}

}

namespace lab9sc

{

class Mainclass {

static void Main(string[] args)

{

Admin p = new Admin("electronic", 40);

Console.WriteLine(p.AData());

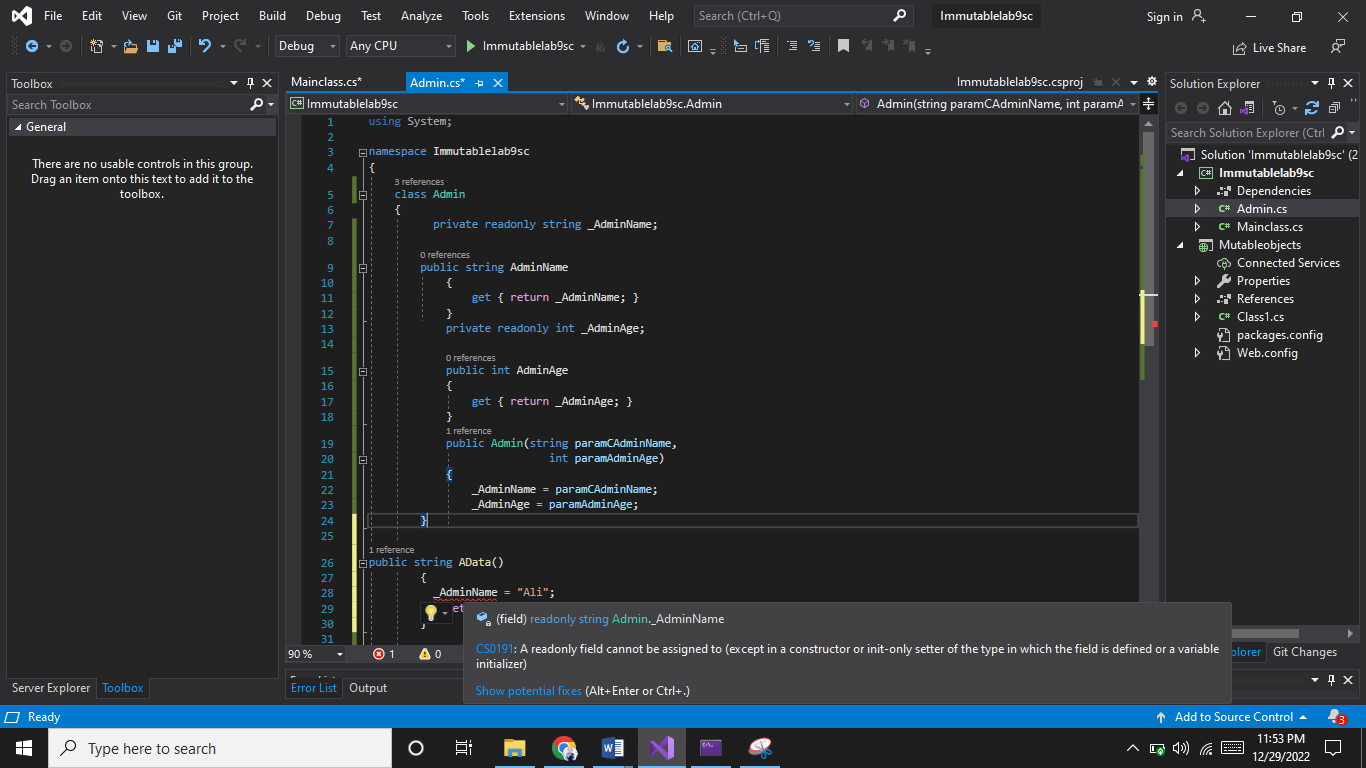
Console.ReadKey();

}

}

}

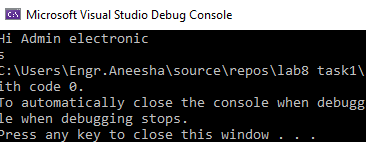
**Output:**

Admin name can be readonly and canot be changed ,by passing in any function.

A screenshot of a computer

Description automatically generated

Only onetime admin name can be given and displayed through constructor

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