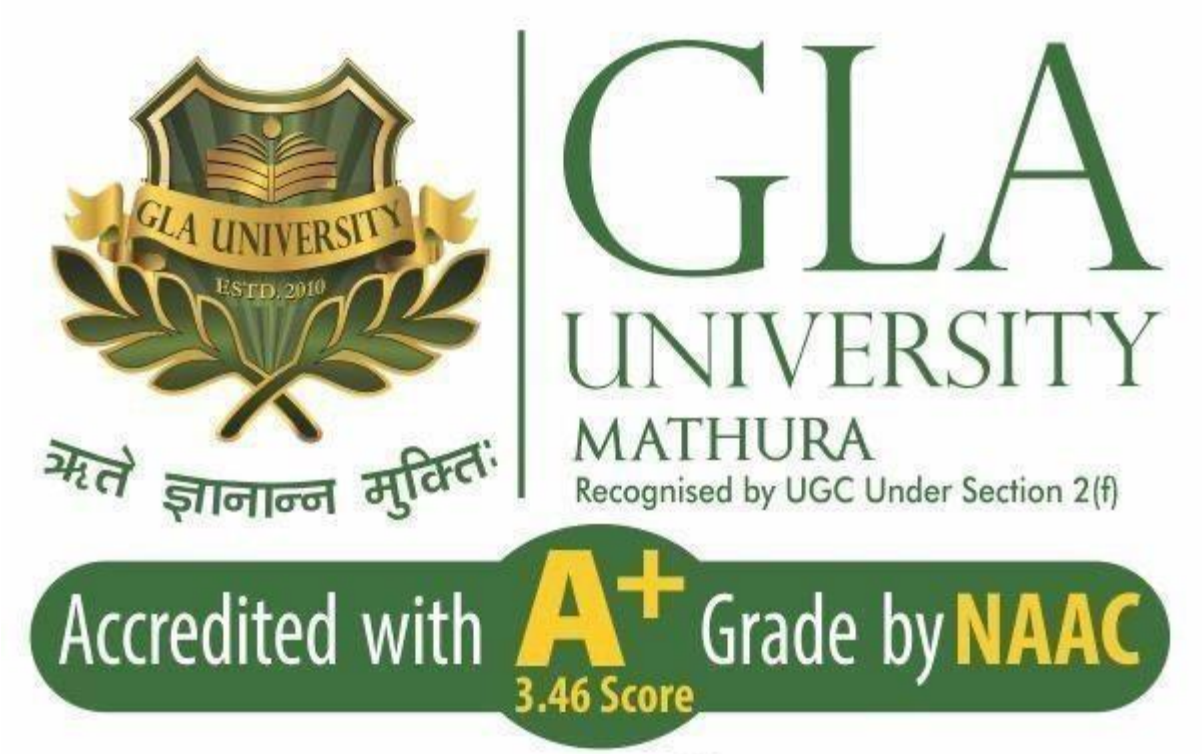

(SESSION 2023-2024)

MCA –IIIrd SEMESTER

PRACTICAL FILE – .Net Framework Lab

SUBMITTED TO:

MR. Sachendra Singh Chauhan

(ASSISTANT PROFESSOR)

DEPT. OF C.E.A.

SUBMITTED BY:

NAME – Mohd Adnan

SECTION – B ROLL NO. – 34

UNIV. ROLL NO. - 2284200120

DATE :- 16-SEP-2023

Lab Assignment :- 4

Ques:-1 Create a class representing a bank account with a balance property. Implement a property validation that prevents the balance from going negative.

Ans:-

```
using System;

public class BankAccount

{

   private double balance;

   // Balance property with validation

   public double Balance

   {

      get { return balance; }

      set

      {

         if (value < 0)

         {

            Console.WriteLine("Error: Balance cannot be negative.");

         }

         else

         {
```

```
            balance = value;
        }
    }
}

// Constructor to initialize the account with an initial balance
public BankAccount(double initialBalance)
{
    Balance = initialBalance;
}

// Method to deposit money into the account
public void Deposit(double amount)
{
    if (amount > 0)
    {
        Balance += amount;
        Console.WriteLine($"Deposited ${amount}. New balance: ${Balance}");
    }
    else
    {
        Console.WriteLine("Error: Invalid deposit amount.");
    }
}
```

```
    // Method to withdraw money from the account
    public void Withdraw(double amount)
    {
        if (amount > 0 && amount <= Balance)
        {
            Balance -= amount;
            Console.WriteLine($"Withdrawn ${amount}. New balance: ${Balance}");
        }
        else
        {
            Console.WriteLine("Error: Invalid withdrawal amount or insufficient funds.");
        }
    }

    // Method to display the account balance
    public void DisplayBalance()
    {
        Console.WriteLine($"Account balance: ${Balance}");
    }
}
class Program
{
    static void Main()
    {
        // Create a new bank account with an initial balance of $1000
```

```
        BankAccount account = new BankAccount(1000);

        // Display the initial balance
        account.DisplayBalance();

        // Deposit $500
        account.Deposit(500);

        // Withdraw $200
        account.Withdraw(200);

        // Try to withdraw $2000 (should display an error)
        account.Withdraw(2000);

        // Try to deposit a negative amount (should display an error)
        account.Deposit(-100);

        // Display the final balance
        account.DisplayBalance();
    }
}
```

Ques:-2 . Write a class representing a car with properties for make, model, and year. Implement a property that returns the full car name (e.g., "Toyota Camry 2022").

Ans:-

```
public class Car
```

```
{
    public string Make { get; set; }
    public string Model { get; set; }
    public int Year { get; set; }

    // Property that returns the full car name
    public string FullCarName
    {
        get
        {
            return $"{Make} {Model} {Year}";
        }
    }

    // Constructor to initialize the car properties
    public Car(string make, string model, int year)
    {
        Make = make;
        Model = model;
        Year = year;
    }
}
class Program
{
    static void Main()
```

```
    {
        // Create a new car instance
        Car myCar = new Car("Toyota", "Camry", 2022);

        // Access and display the full car name
        string carName = myCar.FullCarName;
        Console.WriteLine("My car: " + carName); // Output: My car: Toyota Camry 2022
    }
}
```

Ques:-3 Create a class representing a person with properties for first name and last name. Implement a property that returns the full name in uppercase.

Ans:-

```
public class Person
{
    public string FirstName { get; set; }
    public string LastName { get; set; }

    // Property that returns the full name in uppercase
    public string FullNameUpperCase
    {
        get
        {
            return $"{FirstName} {LastName}".ToUpper();
        }
```

```
    }

    // Constructor to initialize the person's properties
    public Person(string firstName, string lastName)
    {
        FirstName = firstName;
        LastName = lastName;
    }
}
class Program
{
    static void Main()
    {
        // Create a new person instance
        Person person = new Person("John", "Doe");

        // Access and display the full name in uppercase
        string fullNameUpper = person.FullNameUpperCase;
        Console.WriteLine("Full Name in Uppercase: " + fullNameUpper); // Output: Full Name in Uppercase: JOHN DOE
    }
}
```

Ques:-4 . Implement a property for a class representing a temperature in Celsius that converts the temperature to Fahrenheit when accessed.

Ans:-

```
public class Temperature
{
    private double celsius;

    // Property for temperature in Celsius
    public double Celsius
    {
        get { return celsius; }
        set { celsius = value; }
    }

    // Property for temperature in Fahrenheit (computed property)
    public double Fahrenheit
    {
        get
        {
            return (Celsius * 9 / 5) + 32;
        }
    }

    // Constructor to initialize the temperature in Celsius
    public Temperature(double celsius)
    {
        Celsius = celsius;
    }
```

```
}
class Program
{
   static void Main()
   {
      // Create a new Temperature instance with 25 degrees Celsius
      Temperature temp = new Temperature(25);

      // Access and display the temperature in Fahrenheit
      double fahrenheit = temp.Fahrenheit;
      Console.WriteLine($"Temperature in Fahrenheit: {fahrenheit}°F"); // Output: Temperature in Fahrenheit: 77°F
   }
}
```

Ques:-5 Build a class representing a custom list and implement an indexer to access elements by index.

Ans:-

```
public class CustomList<T>
{
   private T[] items;
   private int capacity;
   private int count;

   // Constructor to initialize the custom list with a specified capacity
```

```
public CustomList(int capacity)
{
    if (capacity <= 0)
    {
        throw new ArgumentException("Capacity must be greater than zero.");
    }

    this.capacity = capacity;
    this.items = new T[capacity];
    this.count = 0;
}

// Indexer to access elements by index
public T this[int index]
{
    get
    {
        if (index < 0 || index >= count)
        {
            throw new IndexOutOfRangeException("Index is out of range.");
        }

        return items[index];
    }
    set
```

```
    {
        if (index < 0 || index >= count)
        {
            throw new IndexOutOfRangeException("Index is out of range.");
        }

        items[index] = value;
    }
}

// Method to add an item to the custom list
public void Add(T item)
{
    if (count == capacity)
    {
        // If the list is full, double the capacity
        capacity *= 2;
        Array.Resize(ref items, capacity);
    }

    items[count] = item;
    count++;
}

// Method to get the number of elements in the custom list
```

```
    public int Count
    {
        get { return count; }
    }
}
class Program
{
    static void Main()
    {
        // Create a custom list of integers with an initial capacity of 3
        CustomList<int> myList = new CustomList<int>(3);

        // Add elements to the list
        myList.Add(1);
        myList.Add(2);
        myList.Add(3);

        // Access elements by index using the indexer
        Console.WriteLine("Element at index 0: " + myList[0]); // Output: Element at index 0: 1
        Console.WriteLine("Element at index 1: " + myList[1]); // Output: Element at index 1: 2
        Console.WriteLine("Element at index 2: " + myList[2]); // Output: Element at index 2: 3

        // Modify an element using the indexer
        myList[1] = 99;
        Console.WriteLine("Modified element at index 1: " + myList[1]); // Output: Modified element at
index 1: 99
```

```
    }
}
```

Ques:-6 . How can you use an indexer to create a simple stack data structure in C#?

Ans:-

```
using System;

public class SimpleStack<T>
{
    private T[] items;
    private int top; // Index of the top element

    public SimpleStack(int capacity)
    {
        if (capacity <= 0)
        {
            throw new ArgumentException("Capacity must be greater than zero.");
        }

        items = new T[capacity];
        top = -1; // Initialize top to -1 to represent an empty stack
    }

    // Indexer to access the element at the top of the stack
    public T this[int index]
```

```
{
    get
    {
        if (index < 0 || index > top)
        {
            throw new IndexOutOfRangeException("Index is out of range.");
        }

        return items[index];
    }
}

// Push an element onto the stack
public void Push(T item)
{
    if (top == items.Length - 1)
    {
        // Stack is full, resize the array
        Array.Resize(ref items, items.Length * 2);
    }

    top++;
    items[top] = item;
}
```

```
// Pop an element from the stack
public T Pop()
{
    if (top == -1)
    {
        throw new InvalidOperationException("Stack is empty.");
    }

    T poppedItem = items[top];
    top--;

    return poppedItem;
}

// Check if the stack is empty
public bool IsEmpty
{
    get { return top == -1; }
}

// Get the number of elements in the stack
public int Count
{
    get { return top + 1; }
}
```

```
}
class Program
{
    static void Main()
    {
        // Create a stack of integers with an initial capacity of 3
        SimpleStack<int> stack = new SimpleStack<int>(3);

        // Push elements onto the stack
        stack.Push(1);
        stack.Push(2);
        stack.Push(3);

        // Access elements by index using the indexer
        Console.WriteLine("Element at the top of the stack: " + stack[stack.Count - 1]); // Output: Element at the top of the stack: 3

        // Pop elements from the stack
        int poppedItem = stack.Pop();
        Console.WriteLine("Popped item: " + poppedItem); // Output: Popped item: 3

        // Check if the stack is empty
        Console.WriteLine("Is stack empty? " + stack.IsEmpty); // Output: Is stack empty? False

        // Get the number of elements in the stack
```

```
        Console.WriteLine("Number of elements in the stack: " + stack.Count); // Output: Number of elements in the stack: 2
    }
}
```

Ques:-7 . Implement an indexer in a class representing a bookshelf that allows you to access books by title.

Ans:-

```
using System;
using System.Collections.Generic;

public class Book
{
    public string Title { get; set; }
    public string Author { get; set; }
}

public class Bookshelf
{
    private List<Book> books;

    public Bookshelf()
    {
        books = new List<Book>();
    }
```

```
    // Indexer to access books by title
    public Book this[string title]
    {
        get
        {
            return books.Find(book => book.Title == title);
        }
    }

    // Method to add a book to the bookshelf
    public void AddBook(Book book)
    {
        books.Add(book);
    }
}

class Program
{
    static void Main()
    {
        // Create a bookshelf
        Bookshelf bookshelf = new Bookshelf();

        // Add books to the bookshelf
```

```
bookshelf.AddBook(new Book { Title = "Book 1", Author = "Author 1" });
bookshelf.AddBook(new Book { Title = "Book 2", Author = "Author 2" });
bookshelf.AddBook(new Book { Title = "Book 3", Author = "Author 3" });

// Access books by title using the indexer
Book book1 = bookshelf["Book 1"];
Book book2 = bookshelf["Book 2"];
Book book4 = bookshelf["Book 4"]; // This will be null if the book is not found

if (book1 != null)
{
    Console.WriteLine($"Book 1 author: {book1.Author}"); // Output: Book 1 author: Author 1
}

if (book2 != null)
{
    Console.WriteLine($"Book 2 author: {book2.Author}"); // Output: Book 2 author: Author 2
}
else
{
    Console.WriteLine("Book 2 not found.");
}

if (book4 != null)
{
```

```
        Console.WriteLine($"Book 4 author: {book4.Author}");
    }
    else
    {
        Console.WriteLine("Book 4 not found."); // Output: Book 4 not found.
    }
  }
}
```

Ques:-8 Create an enum representing the seasons and write a switch statement that prints a message based on the current season.

Ans:-

```
using System;

public enum Season
{
  Spring,
  Summer,
  Autumn,
  Winter
}

class Program
{
```

```
    static void Main()
    {
        Season currentSeason = Season.Autumn;


        switch (currentSeason)
        {
            case Season.Spring:
                Console.WriteLine("It's spring! Flowers are blooming.");
                break;
            case Season.Summer:
                Console.WriteLine("It's summer! Enjoy the sunshine.");
                break;
            case Season.Autumn:
                Console.WriteLine("It's autumn! Leaves are falling.");
                break;
            case Season.Winter:
                Console.WriteLine("It's winter! Bundle up for the cold.");
                break;
            default:
                Console.WriteLine("Unknown season.");
                break;
        }
    }
}
```

Ques:-9 . Implement an enum to represent different geometric shapes (e.g., Circle, Square, Triangle) and use it to calculate the area of a specific shape.

Ans:-

```
using System;


public enum ShapeType
{
   Circle,
   Square,
   Triangle
}


public class Program
{
   public static void Main()
   {
      // Specify the shape type you want to calculate the area for
      ShapeType selectedShape = ShapeType.Circle;


      switch (selectedShape)
      {
         case ShapeType.Circle:
```

```
            double circleRadius = 5.0;
            double circleArea = CalculateCircleArea(circleRadius);
            Console.WriteLine($"Circle Area: {circleArea}");
            break;

        case ShapeType.Square:
            double squareSideLength = 4.0;
            double squareArea = CalculateSquareArea(squareSideLength);
            Console.WriteLine($"Square Area: {squareArea}");
            break;

        case ShapeType.Triangle:
            double triangleBase = 6.0;
            double triangleHeight = 8.0;
            double triangleArea = CalculateTriangleArea(triangleBase, triangleHeight);
            Console.WriteLine($"Triangle Area: {triangleArea}");
            break;

        default:
            Console.WriteLine("Unknown shape type.");
            break;
    }
}

// Calculate the area of a circle
```

```
    public static double CalculateCircleArea(double radius)
    {
        return Math.PI * radius * radius;
    }

    // Calculate the area of a square
    public static double CalculateSquareArea(double sideLength)
    {
        return sideLength * sideLength;
    }

    // Calculate the area of a triangle
    public static double CalculateTriangleArea(double @base, double height)
    {
        return 0.5 * @base * height;
    }
}
```

Ques:-10 Create an enum with flags to represent the permission levels (Read, Write, Execute) of a file, and demonstrate how to combine these permissions for a user.

Ans:-

```
using System;
```

```
[Flags]
public enum FileAccessPermission
{
    None = 0,       // No permissions
    Read = 1 << 0,  // Read permission
    Write = 1 << 1,  // Write permission
    Execute = 1 << 2 // Execute permission
}

class Program
{
    static void Main()
    {
        // Demonstrate combining permissions for a user
        FileAccessPermission userPermissions = FileAccessPermission.Read | FileAccessPermission.Write;

        // Check if the user has Read permission
        if ((userPermissions & FileAccessPermission.Read) == FileAccessPermission.Read)
        {
            Console.WriteLine("User has Read permission.");
        }
        else
        {
            Console.WriteLine("User does not have Read permission.");
        }
```

```
        // Check if the user has Write permission
        if ((userPermissions & FileAccessPermission.Write) == FileAccessPermission.Write)
        {
            Console.WriteLine("User has Write permission.");
        }
        else
        {
            Console.WriteLine("User does not have Write permission.");
        }

        // Check if the user has Execute permission
        if ((userPermissions & FileAccessPermission.Execute) == FileAccessPermission.Execute)
        {
            Console.WriteLine("User has Execute permission.");
        }
        else
        {
            Console.WriteLine("User does not have Execute permission.");
        }
    }
}
```