1. Console App^ Templates

2. Basic Datatypes

3. .csproj vs .sln files difference.

4. what is solution and what is project file

4. Namespace

5. Using statement / keyword.

6. OOP → class, ctor, overloadding, virtual, overriding, new, sealed.

Any Application → assembly. → Group of projects

root dir → Calculator.sln → solution

root dir → bin → .exe | .dll = AdvMath.dll

obj → vstudio

app1.csproj ← app1.sln

root dir → bin → .dll = mymath.dll

obj

app2.csproj

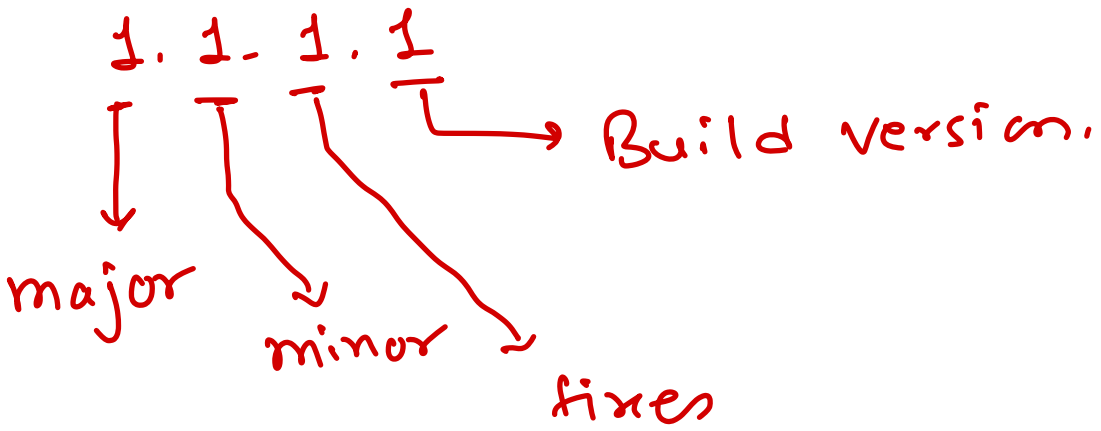
root dir → bin → .exe = cmath.exe

obj

app2.csproj

(group of projects)

version



namespace :- logical grouping of entities. /code

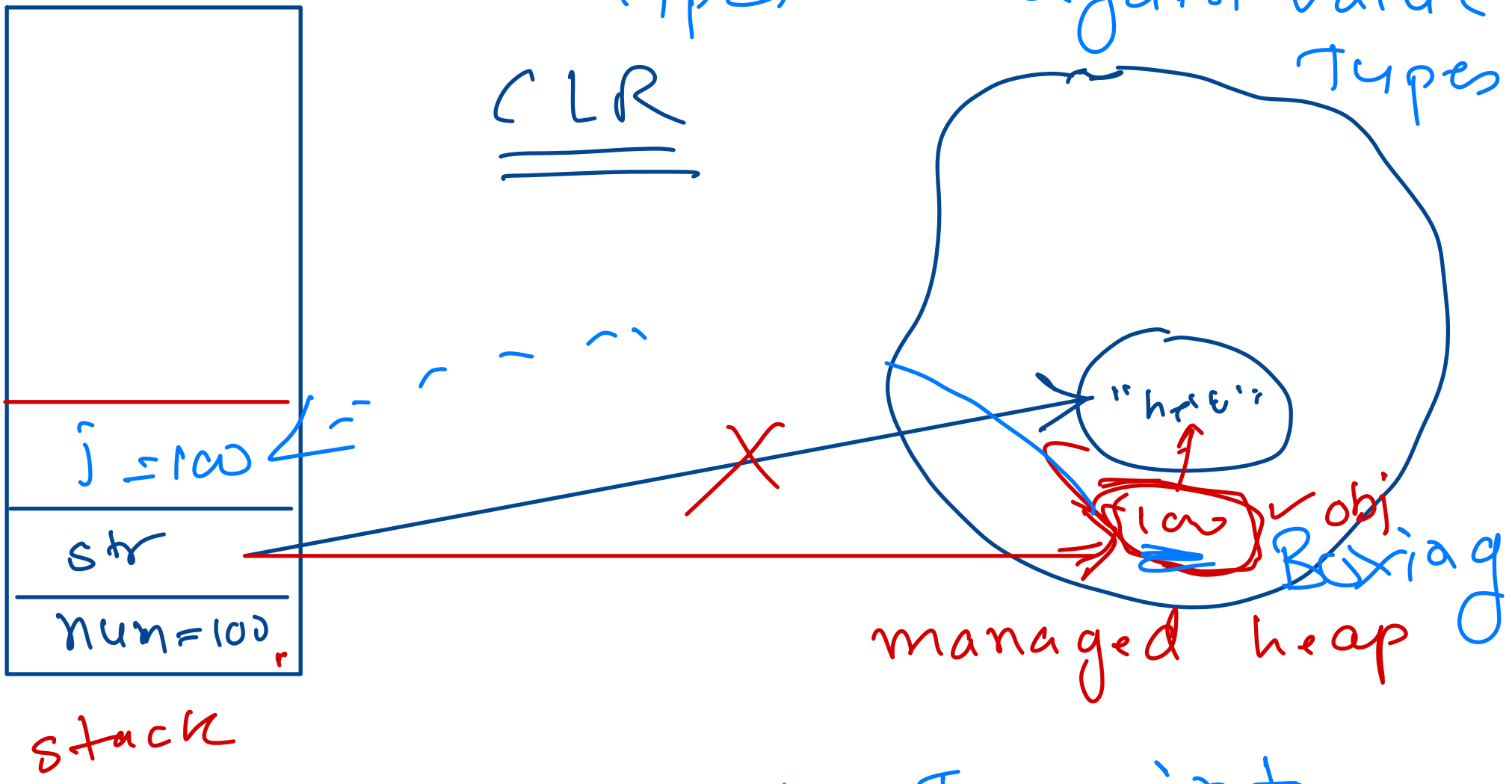
fully qualified name :- namespaceName.EntityName.

e-g:-
```
namespace _OODemo
{
    class CMath
    {
        int PI =3.14;
    }
}
```
_OODemo.CMath.PI

```
namespace -OO
{
    namespace CMath
    {
        class math ⟶ -OO.CMath.Math
    }
    namespace Adv.Math
    {
        class math ⟶ -OO.AdvMath.Math
    }
}
```

nested namespace

Unboxing = Converting Reference Type into again Value Types



Boxing :- Converting value Type into Reference Type.

Type Casting :—

Value Type → Value Type

```
double d = 23.33
int i;
i = d ⟶ Type casting
23.X
```

```
string str = "hello";
Object obj = null;
obj = str ⟹ Type casting.
```

Refer Type → Refernce Type

```
using System;
using OODemo.01;
using System.Collections;

namespace OODemo
{
    class Prog.

    nsp 01
    {
        class Demo.
    }
}
```

O.S :- windows

↳ Registry

↳ GAC

FLC

OS :- windows / Linux / MacOS

mylib.dll → 1.0 A.S

BCL → 1.1.1 A.S

2.0 A.S.M.D

⋮