- Basic
- DataTypes
- Input / Output methods
- Project templates
- OOP :- class, ctor, overloading, overriding, virtual, new keyword, sealed class/ method

↳ Inheritance, Interface, Abstract.

↳↳ static, Dependency Injection, Properties class library files., access modifiers.

* S.O.L.I.D Principle, Design Patterns.

S :- Single Responsibility Principle (SRP):

A class / entity should have only one reason to change, meaning that it should have only one responsibility or purpose.

2. Open / Closed Principle:- (OCP) =>
Software entities (classes, modules, methods, etc) should be open for extension but closed for modification.

3. DRY Design Pattern:- Do Not Repeat Yourself

4. Factory Pattern

- Static classes / methods
- Singleton Design Pattern.
- Object Pooling

Company :- BVS

Notepad Application. :- Cut, Copy , Paste

USP :- English Spell Check functionality. ✓

✓ German lang ✓

✓ frech lang ✓

- Spanish lang. ✓

The Dependency Inversion Principle (DIP):- suggests that high-level modules should not rely on low-level modules but on abstraction.

furthermore, abstractions should not be dependent on details but rather the reverse.

This principle encourages decoupling by ensuring that code is based on interfaces or abstract classes, which improves flexibility and maintenancee.