

LAB SESSION-6  
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**PRE-LAB**

1.What are the Advantages of Extension Methods?

**Solution:**

1. Enhanced Readability: Extension methods improve the readability of code by allowing developers to call methods as if they were part of the original class, even though they are defined externally.
2. No Modification of Existing Code: They allow developers to add new functionality to existing types without modifying the original code, making it easier to maintain and update codebases.
3. Code Reusability: Extension methods promote code reusability by allowing the same method to be used across multiple classes without duplicating code.
- 4.Integration with LINQ: Extension methods integrate seamlessly with LINQ (Language Integrated Query), enabling developers to create custom query operators that can be used with LINQ queries.
5. Support for Framework Classes:They can be used to add functionality to classes that are part of the .NET Framework or other third-party libraries, which is especially useful when developers do not have access to the source code of these classes. **IN-LAB:**

**Task1:Develop a MyExtension class, which declares the following extension methods:**

- the **SummaDigit** method, which extends the Int32 type and returns the sum of the digits of an arbitrary integer.

Example 1: `n = 1274     result = 14 (14 = 1 + 2 + 7 + 4)`

- the **SummaWithReverse** method, which extends the UInt32 type and returns the sum of the original positive integer with the number obtained from the original by rearranging all digits in reverse order

Example 2: `n = 132     result = 363 (363 = 132 + 231)`

- the **CountNotLetter** method, which extends the String type and returns the number of characters in the string that are not Latin letters.

Example 3: `s = "I like C#"     result = 3 (there are two spaces and a "sharp" character in the line)`

- the **IsDayOff** method, which extends the `DayOfWeek` type and returns the boolean value `true` if it is a weekend (Saturday or Sunday) or the boolean value `false` if it is a weekday.

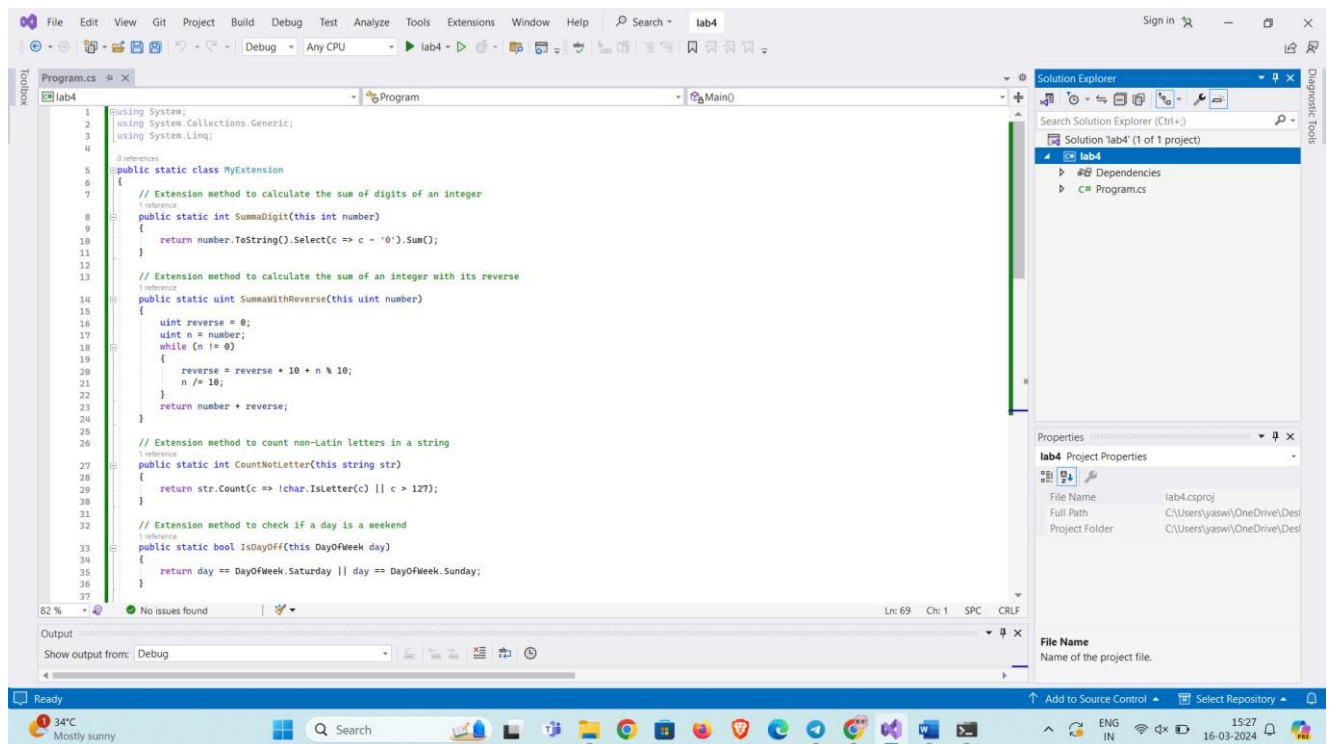
Example 4: `day = DayOfWeek.Sunday`    `result = true`

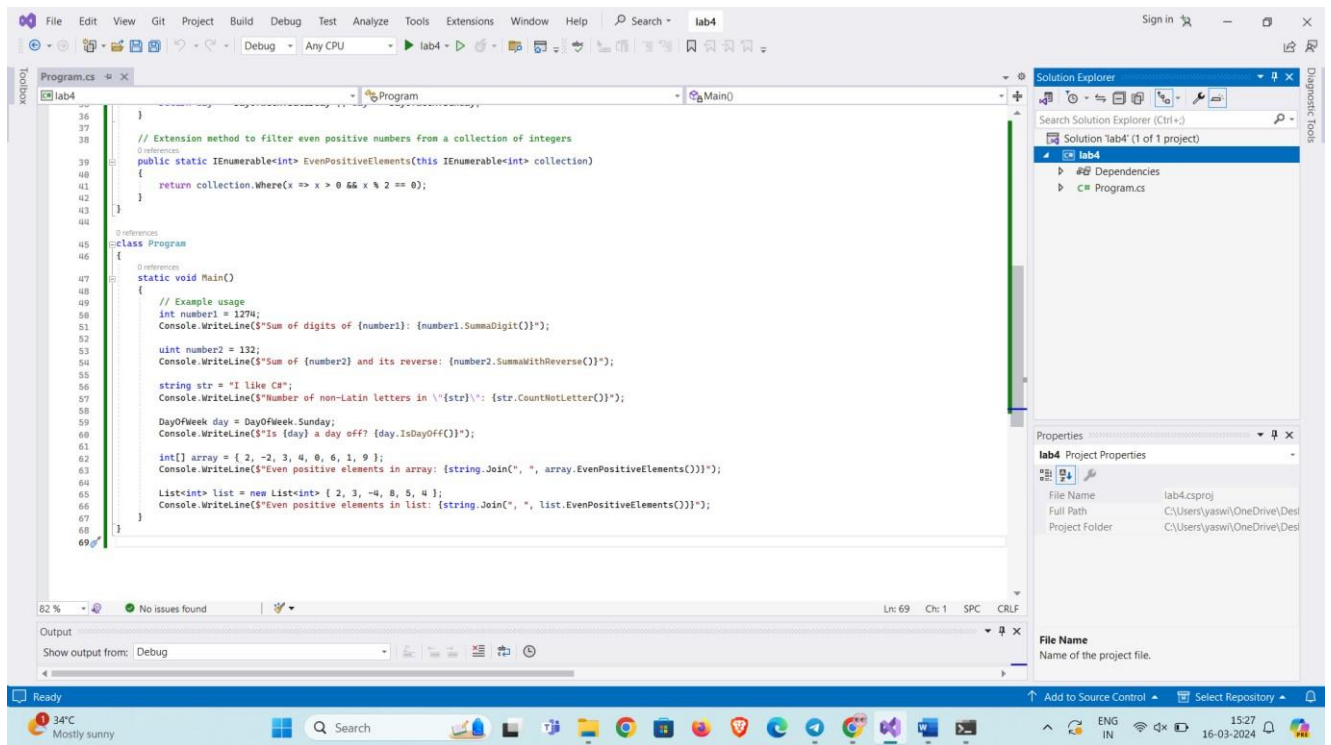
- the **EvenPositiveElements** method, which extends the `IEnumerable<int>` type and returns only even positive numbers from a set of integers

Example 5: `int[] mas = { 2, -2, 3, 4, 0, 6, 1, 9 }`    `result = 2, 4, 6`

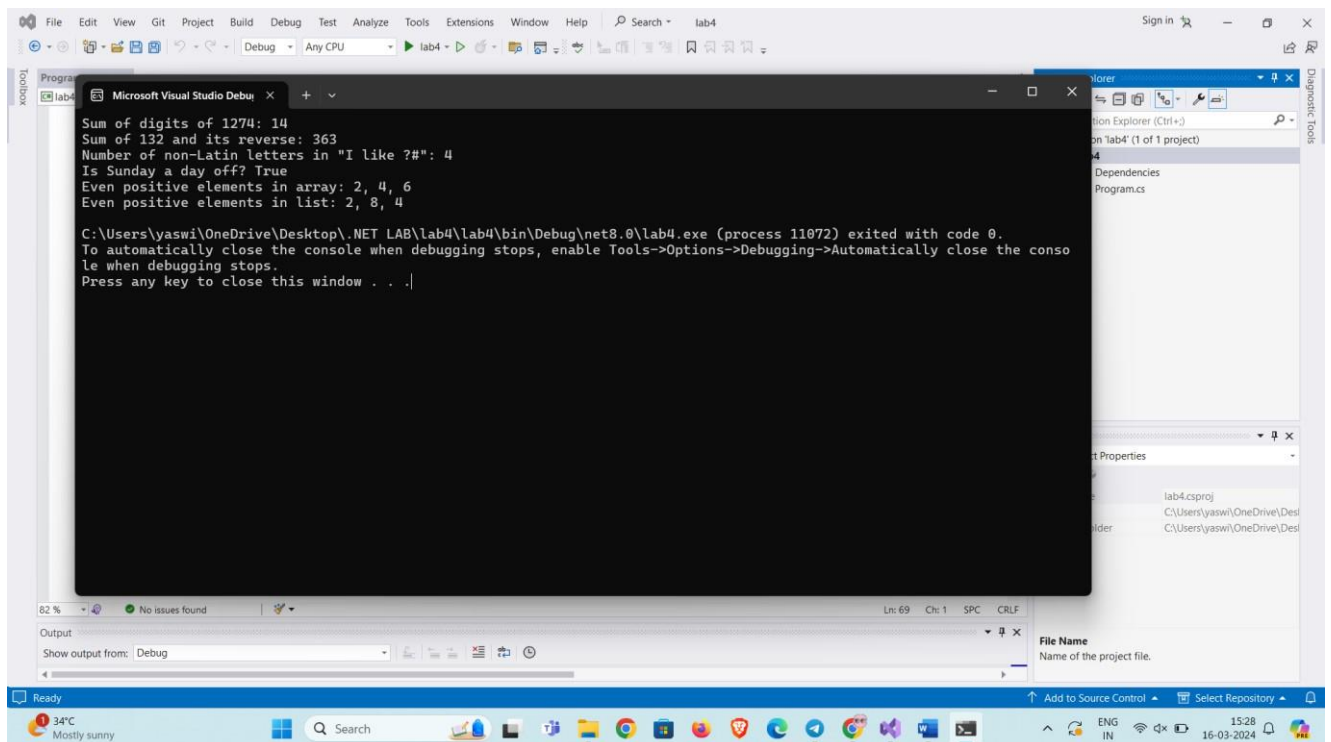
Example 6: `for List<int> list = new List<int>{ 2, 3, -4, 8, 5, 4 }`    `result = 2, 8, 4`

## Solution:





OUTPUT:



## POST-LAB

1. Why and How the Extension Methods are helpful to achieve the desired operation in an Application? Give an Example?

**Solution:**

The image displays two screenshots of the Visual Studio IDE, illustrating the implementation of extension methods in C#.

**Top Screenshot:** Shows the initial code structure. It defines an interface `IShape` with a `Draw()` method. Two classes, `Circle` and `Rectangle`, implement this interface. The `Circle` class has a `Radius` property and a `Draw()` method that prints "Drawing a circle". The `Rectangle` class has `Width` and `Height` properties and a `Draw()` method that prints "Drawing a rectangle".

```
1 using System;
2
3 // Define a common interface for shapes
4 interface IShape
5 {
6     void Draw();
7 }
8
9 // Define a circle class
10 class Circle : IShape
11 {
12     public void Draw()
13     {
14         Console.WriteLine("Drawing a circle");
15     }
16     public double Radius { get; set; }
17 }
18
19 // Define a rectangle class
20 class Rectangle : IShape
21 {
22     public void Draw()
23     {
24         Console.WriteLine("Drawing a rectangle");
25     }
26     public double Width { get; set; }
27     public double Height { get; set; }
28 }
29
30 // Define an extension method for IShape to calculate area
31 static class ShapeExtensions
32 {
33 }
```

**Bottom Screenshot:** Shows the completed code. The `ShapeExtensions` class now includes a `CalculateArea` method that calculates the area of a shape based on its type. The `Program` class contains a `Main` method that creates instances of `Circle` and `Rectangle`, calls `Draw()`, and uses the `CalculateArea` extension method to calculate and print their areas.

```
32 // Define an extension method for IShape to calculate area
33 static class ShapeExtensions
34 {
35     public static double CalculateArea(this IShape shape)
36     {
37         if (shape is Circle circle)
38         {
39             return Math.PI * circle.Radius * circle.Radius;
40         }
41         else if (shape is Rectangle rectangle)
42         {
43             return rectangle.Width * rectangle.Height;
44         }
45         else
46         {
47             throw new ArgumentException("Unsupported shape type");
48         }
49     }
50 }
51
52 class Program
53 {
54     static void Main()
55     {
56         // Create a circle
57         Circle circle = new Circle { Radius = 5.0 };
58
59         // Calculate and print the area using the extension method
60         Console.WriteLine($"Area of the circle: {circle.CalculateArea()}");
61
62         // Create a rectangle
63         Rectangle rectangle = new Rectangle { Width = 3.0, Height = 4.0 };
64
65         // Calculate and print the area using the extension method
66         Console.WriteLine($"Area of the rectangle: {rectangle.CalculateArea()}");
67     }
68 }
69 }
```

**OUTPUT:**

