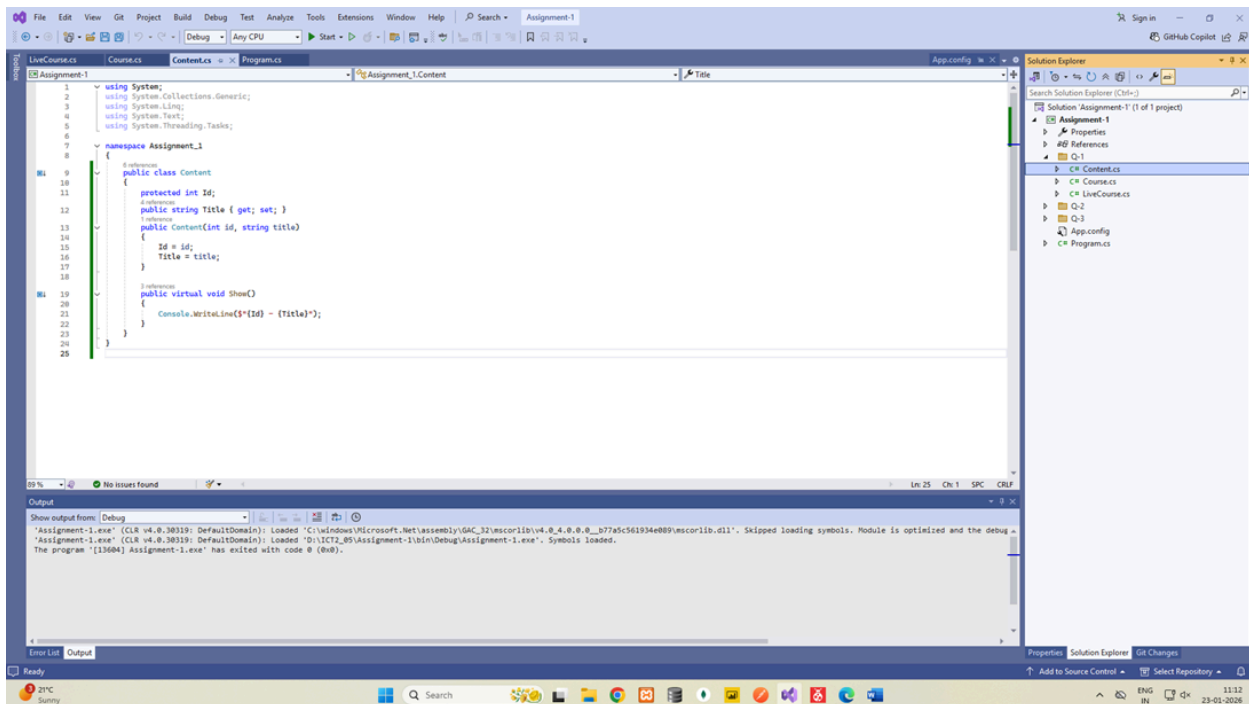
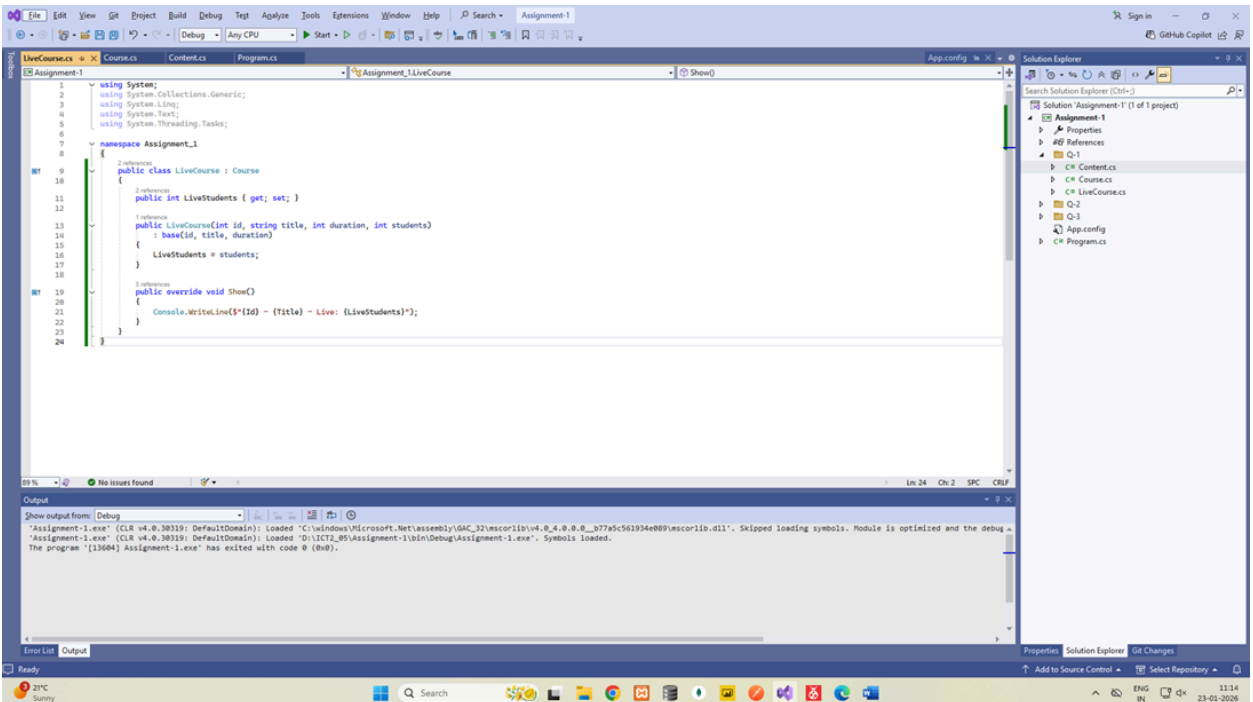
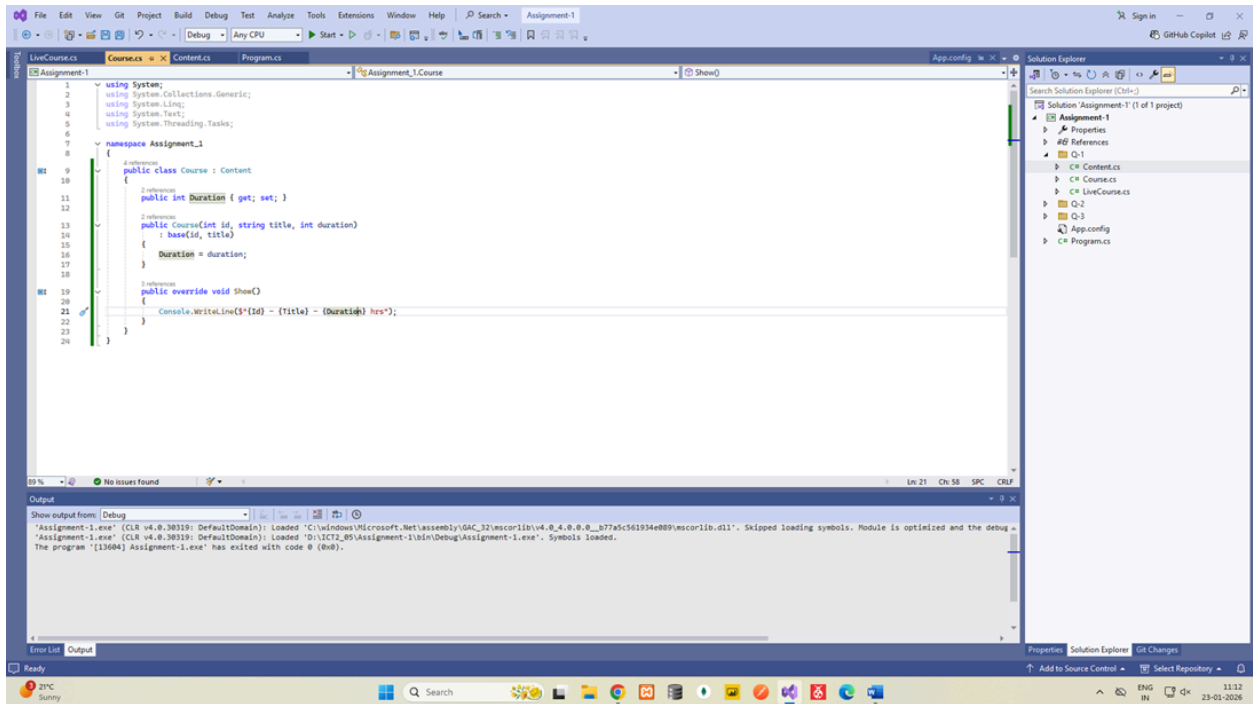
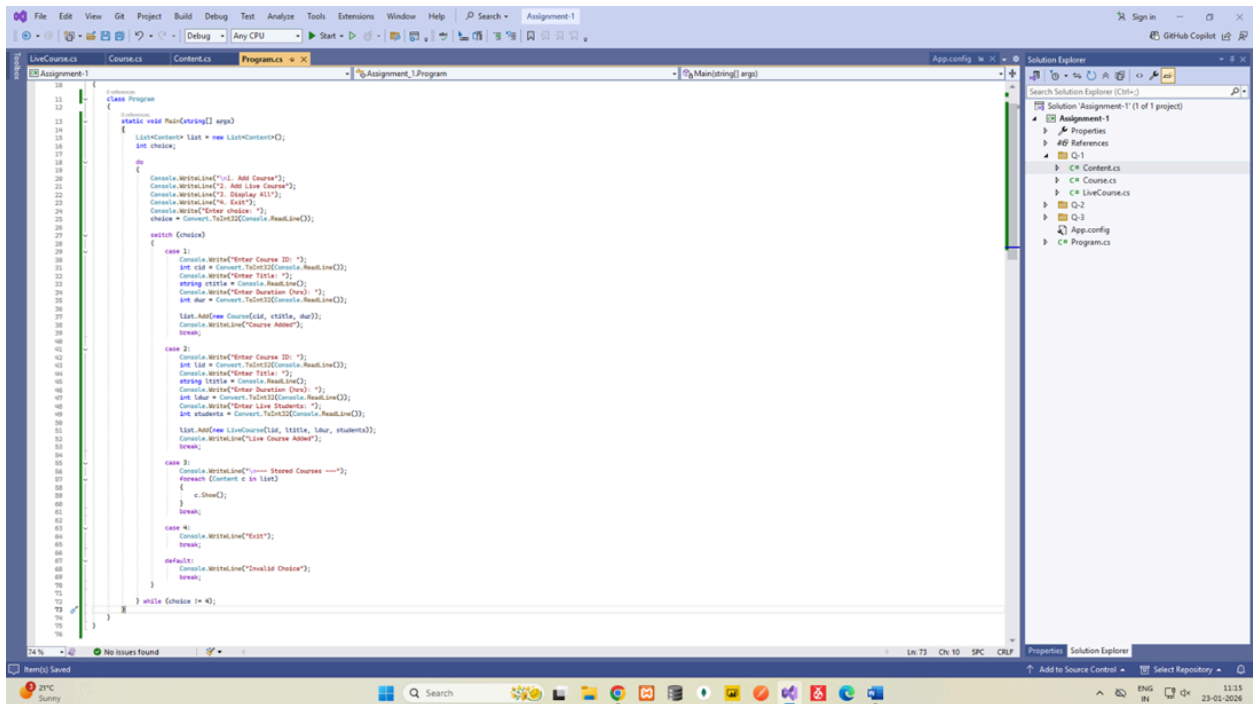


# Assignment – 1

- 1) Create a console application using C#.NET Core to demonstrate multi-level inheritance using implementation of access modifiers, properties, methods and constructors. Provide menu to the user to select type of data to store in a Generic List. Use dynamic polymorphism to create Generic List.







## Q-1 Program.cs :-

```

using Assignment_1.Q_2;
using Assignment_1.Q_3;
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

```

```
namespace Assignment_1
```

```

{
    class Program
    {
        static void Main(string[] args)
        {
            List<Content> list = new List<Content>();
            int choice;

            do
            {
                Console.WriteLine("\n1. Add Course");
                Console.WriteLine("2. Add Live Course");
                Console.WriteLine("3. Display All");
            }
        }
    }
}

```

```

Console.WriteLine("4. Exit");
Console.Write("Enter choice: ");
choice = Convert.ToInt32(Console.ReadLine());

switch (choice)
{
    case 1:
        Console.Write("Enter Course ID: ");
        int cid = Convert.ToInt32(Console.ReadLine());
        Console.Write("Enter Title: ");
        string ctitle = Console.ReadLine();
        Console.Write("Enter Duration (hrs): ");
        int dur = Convert.ToInt32(Console.ReadLine());

        list.Add(new Course(cid, ctitle, dur));
        Console.WriteLine("Course Added");
        break;

    case 2:
        Console.Write("Enter Course ID: ");
        int lid = Convert.ToInt32(Console.ReadLine());
        Console.Write("Enter Title: ");
        string ltitle = Console.ReadLine();
        Console.Write("Enter Duration (hrs): ");
        int ldur = Convert.ToInt32(Console.ReadLine());
        Console.Write("Enter Live Students: ");
        int students = Convert.ToInt32(Console.ReadLine());

        list.Add(new LiveCourse(lid, ltitle, ldur, students));
        Console.WriteLine("Live Course Added");
        break;

    case 3:
        Console.WriteLine("\n--- Stored Courses ---");
        foreach (Content c in list)
        {
            c.Show();
        }
        break;

    case 4:
        Console.WriteLine("Exit");
        break;
}

```

```

default:
Console.WriteLine("Invalid Choice");
break;
}

```

```

} while (choice != 4);
}

```

```

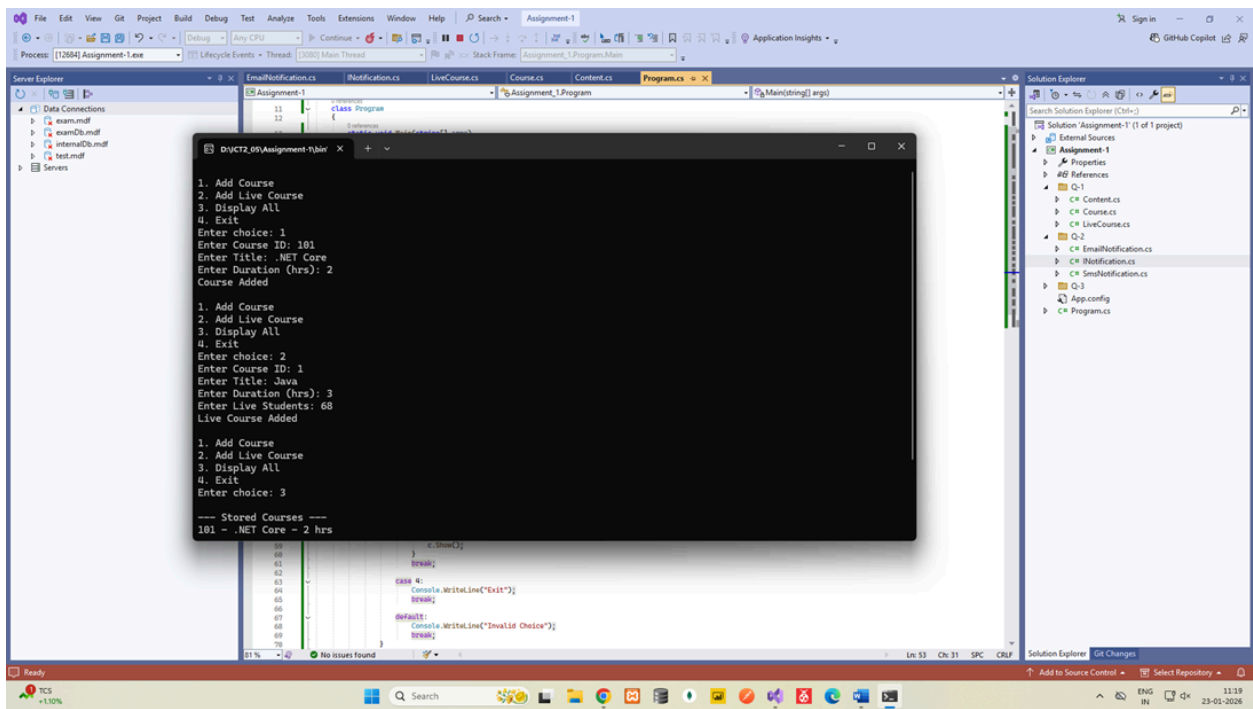
}

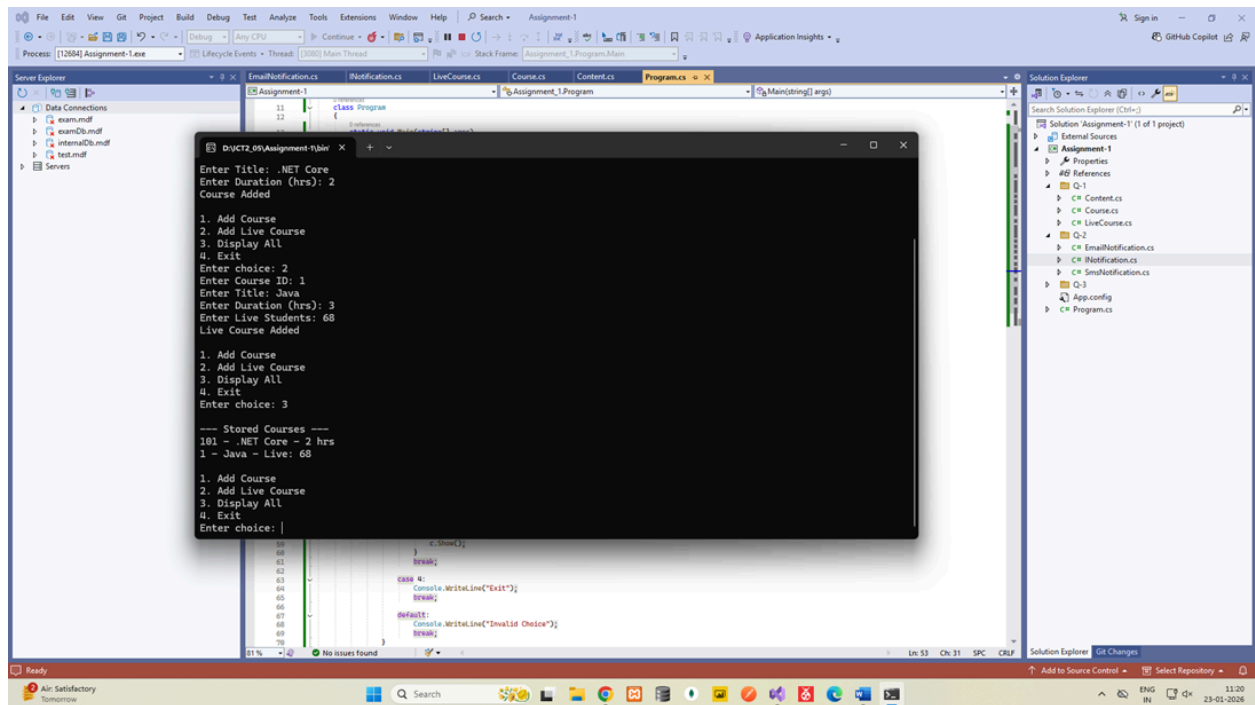
```

```

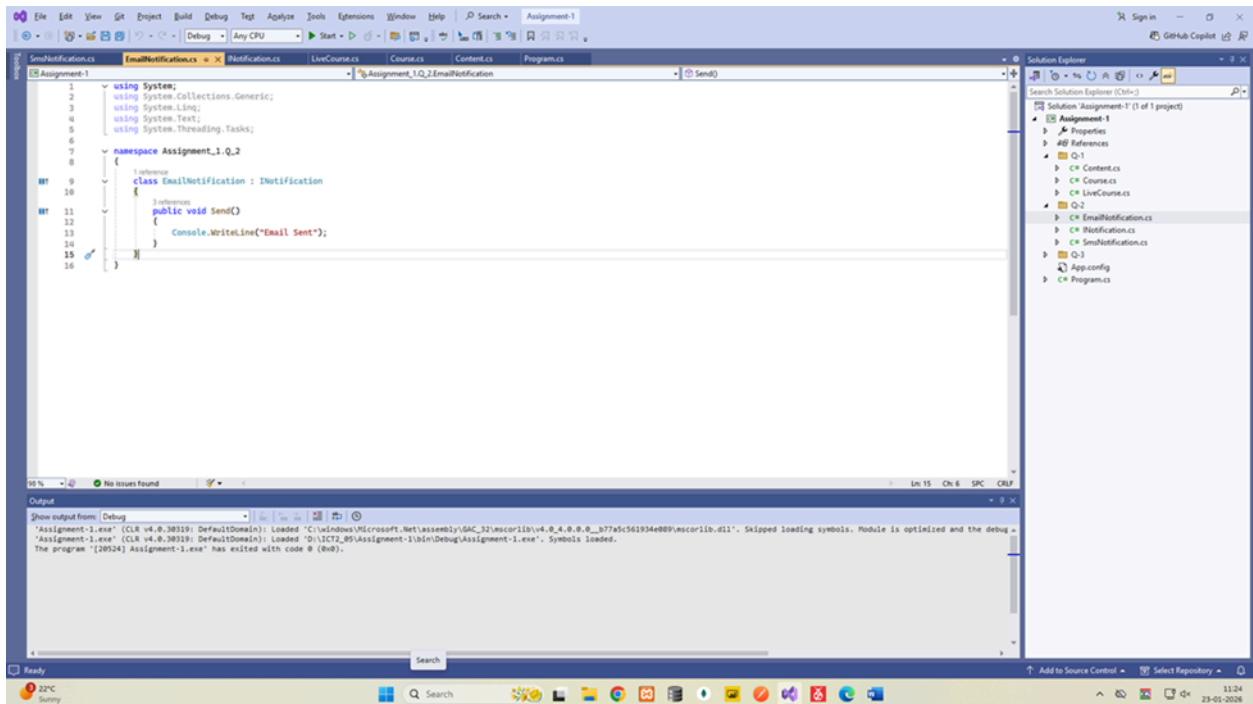
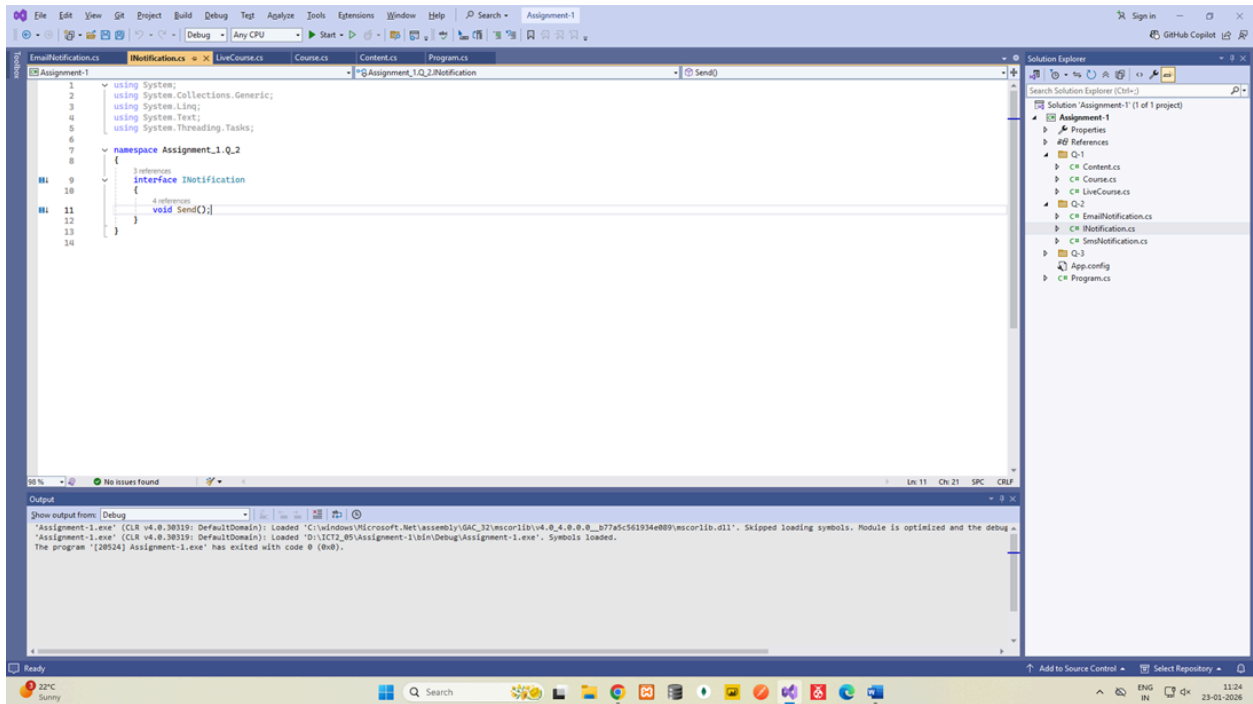
}

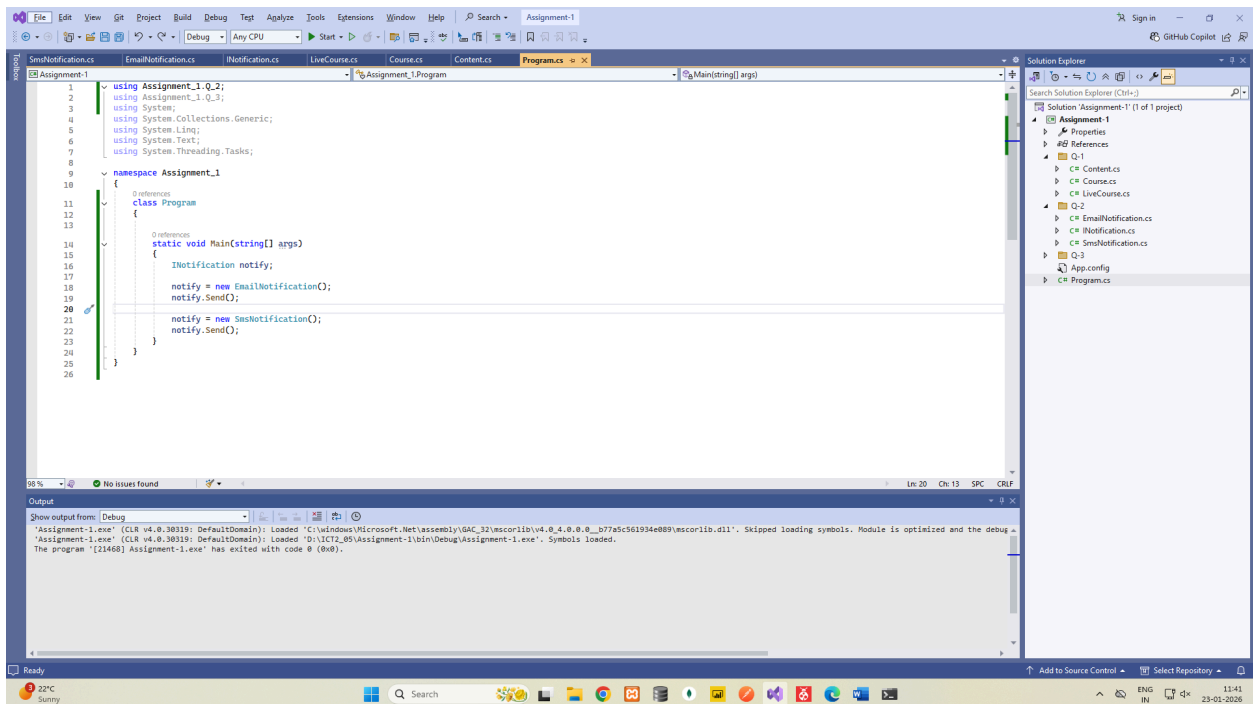
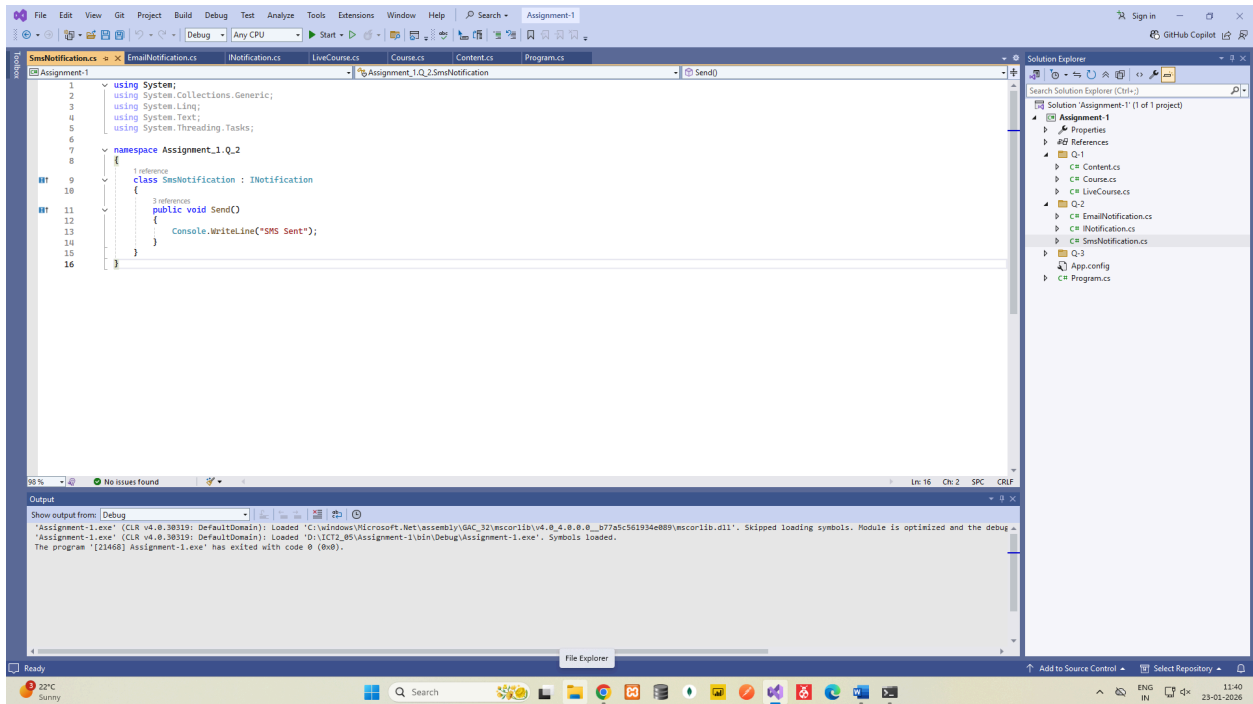
```





2) Create a C#.NET Core console application to demonstrate dynamic polymorphism using Interface type implementation.







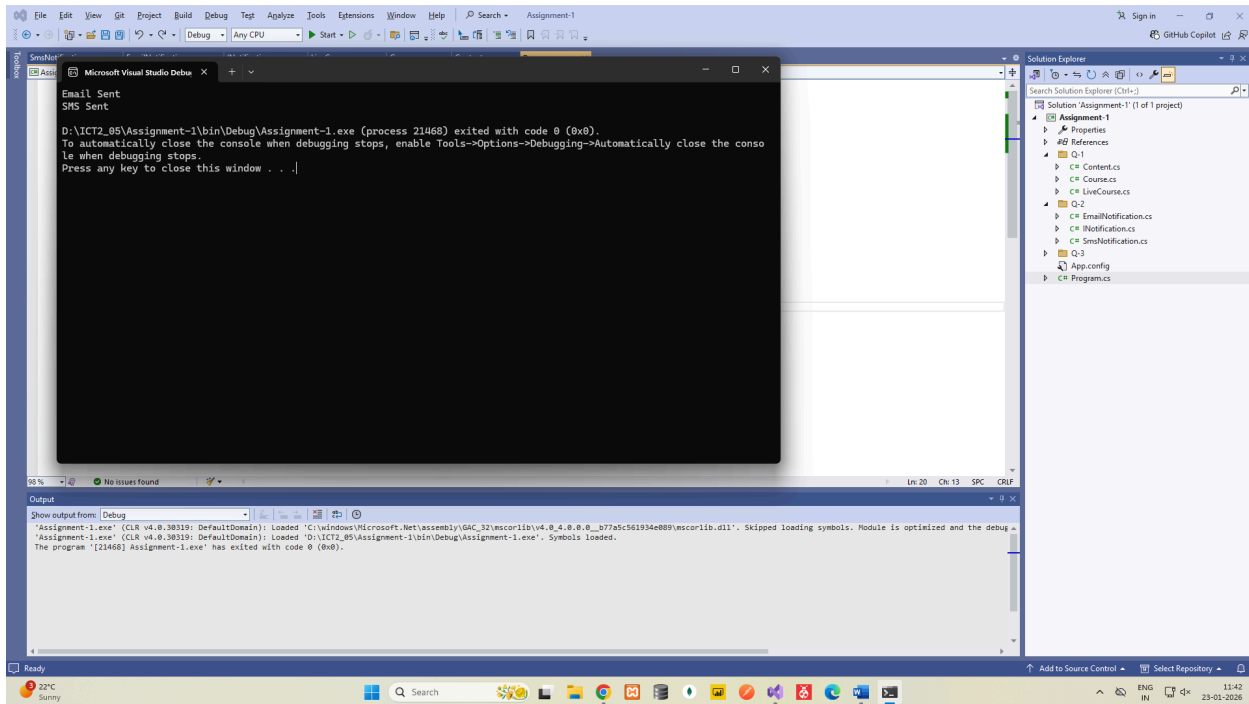
## Q-2 Program.cs :-

```
using Assignment_1.Q_2;
using Assignment_1.Q_3;
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

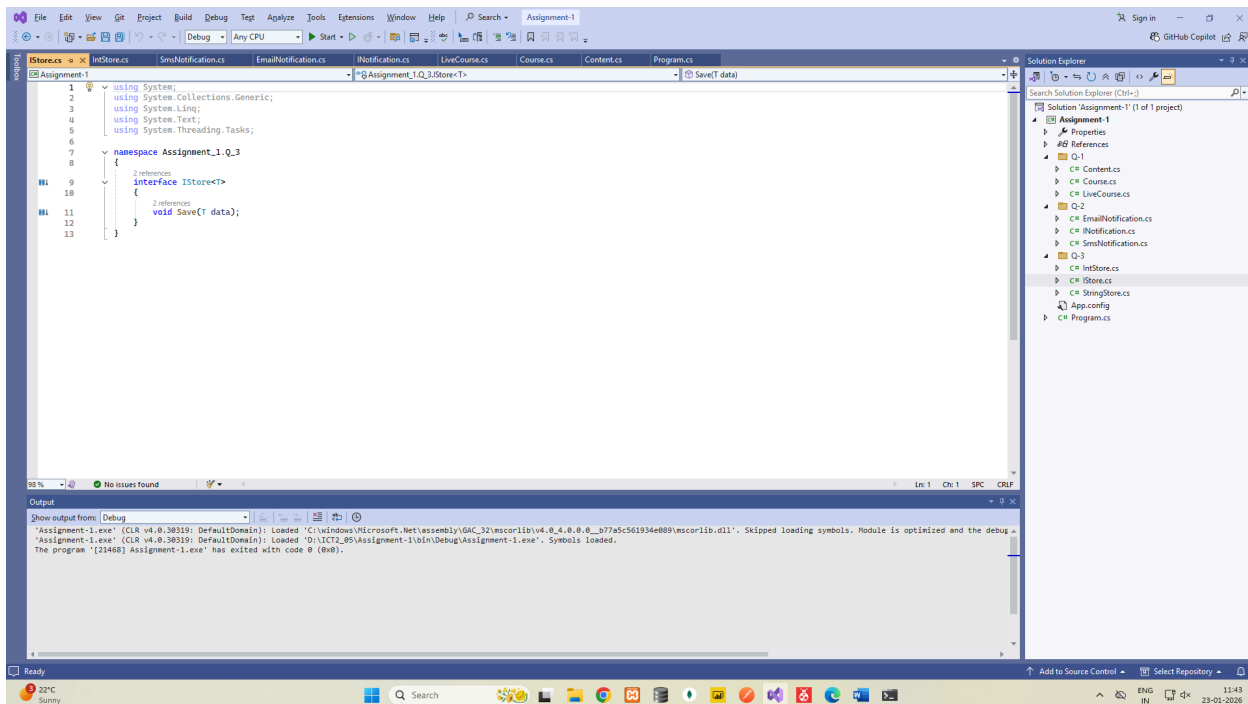
namespace Assignment_1
{
    class Program
    {
        static void Main(string[] args)
        {
            INotification notify;

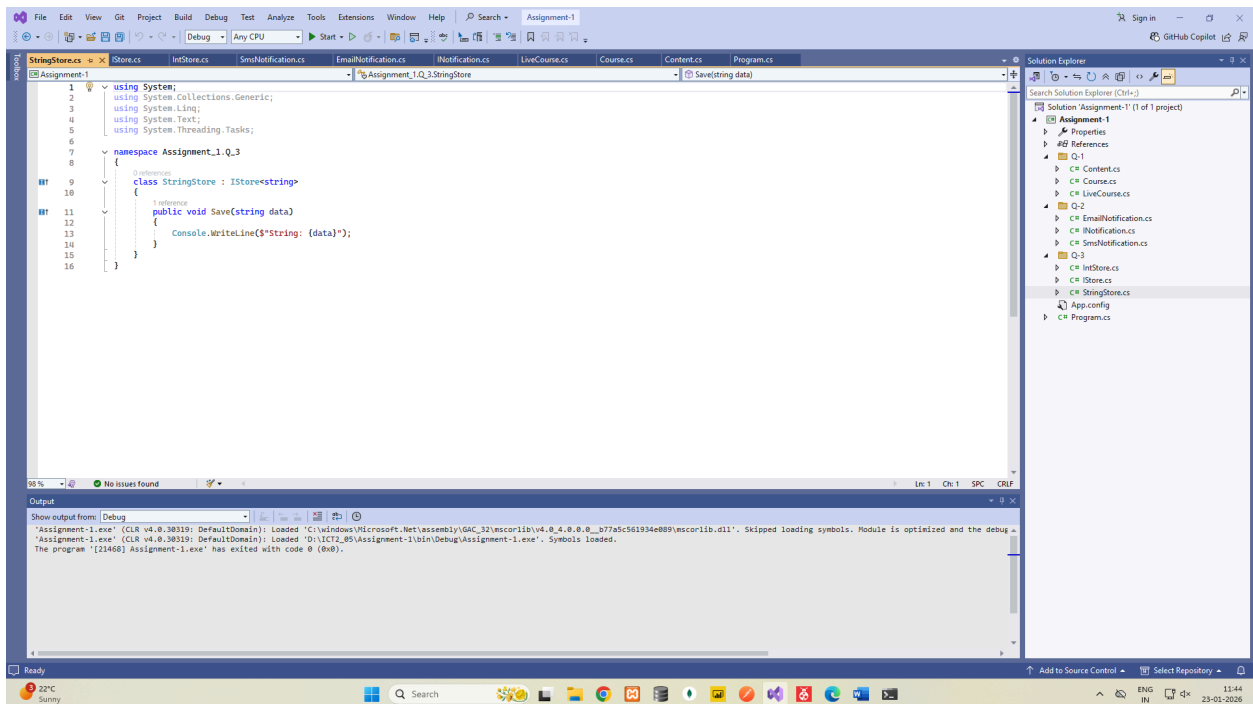
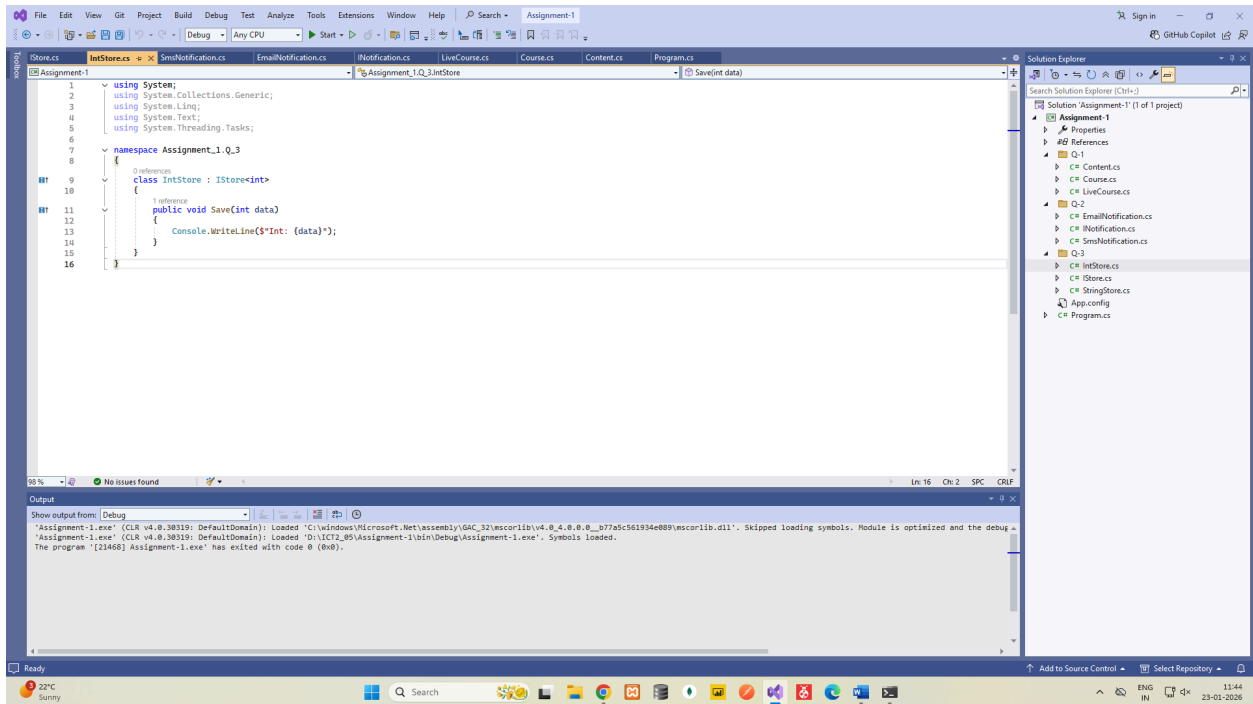
            notify = new EmailNotification();
            notify.Send();

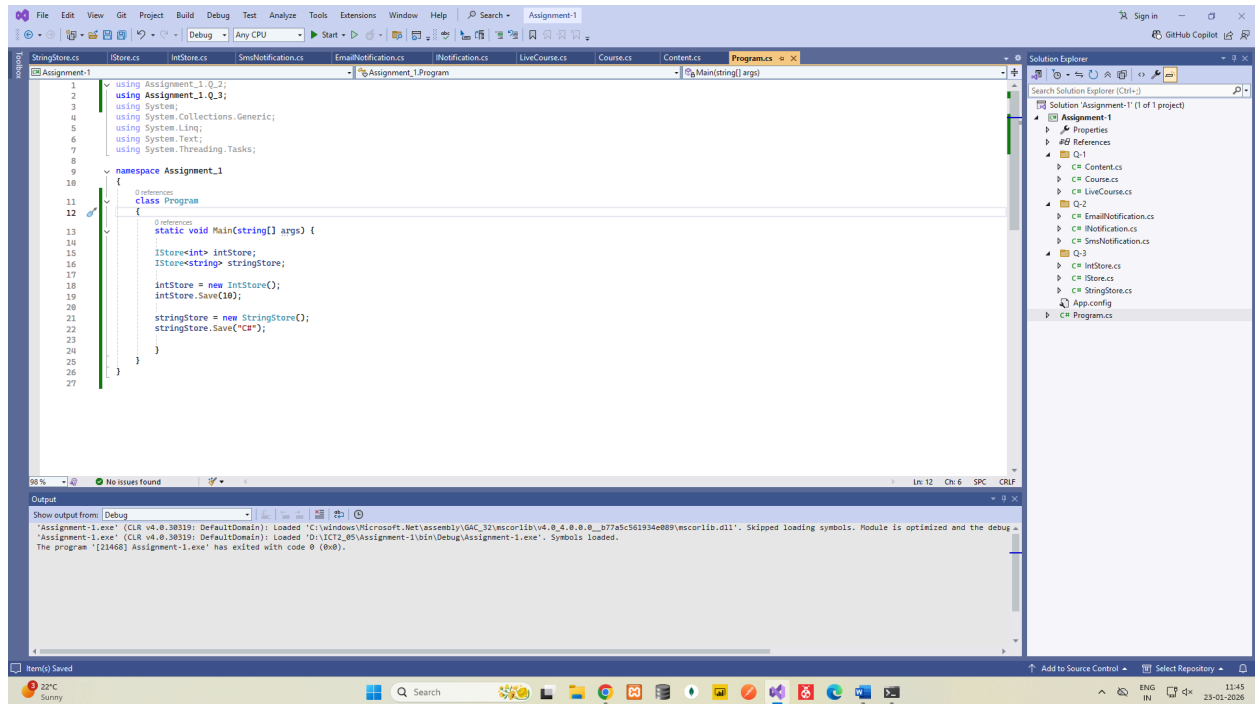
            notify = new SmsNotification();
            notify.Send();
        }
    }
}
```



3) Create a C#.NET Core console application to demonstrate dynamic polymorphism using Generic Interface type implementation.







### Q-3 Program.cs :-

```
using Assignment_1.Q_2;
using Assignment_1.Q_3;
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Assignment_1
{
    class Program
    {
        static void Main(string[] args) {

            IStore<int> intStore;
            IStore<string> stringStore;

            intStore = new IntStore();
            intStore.Save(10);

            stringStore = new StringStore();
```

```
stringStore.Save("C#");  
  
}  
  
}  
  
}
```

