Standart interfaces

Standart interfacesin islenmesi

public class Student : IComparable<Student>

{

public int Age { get; set; }

public double Score { get; set; }

public int CompareTo(Student other)

{

if (this.Age > other.Age)

{

return -1;

}

else if (Age < other.Age)

{

return 1;

}

else

{

return 0;

}

}

public override string ToString()

{

return $"Age {Age} Score {Score}";

}

}

class Auditory : IEnumerable

{

public List<Student> Students { get; set; }

public IEnumerator GetEnumerator()

{

return Students.GetEnumerator(); // Studentsin ilk elementinin adresini qaytarir

}

}

public class Program

{

static void Main(string[] args)

{

List<Student> students = new List<Student>

{

new Student{Age = 18, Score = 77.4 },

new Student{Age = 56, Score = 55.34 },

new Student{Age = 34, Score = 35.3 }

};

//students.Sort();

Auditory auditory = new Auditory();

auditory.Students = students;

//foreach (var s in students)

//{

// Console.WriteLine(s);

//}

foreach (var item in auditory)

{

Console.WriteLine(item);

}

}

}

////////////////////////////////////////////////////////////////////////////

Custom Delegates

Delegate (functionlara numayendelik edir)

ozunde coxlu funksiyalarin adresini saxlayan classdir

Publisher and subscriber logic

Delegate yaradiriq

public delegate void Delegate((eger funksiyalarin parametri varsa bura yaziriq)));

Delegate d = new Delegate();

d += function1\_adress;

d += function2\_adress;

d -= function1\_adress;

d.Invoke(parametr varsa bura yaziriq)

ve funksiyaar cagirilir

Pis ceheti ola biler : Return tipli funksiyalar olduqda biz yalniz sonuncunu ala bileceyik

Esasen Eventlerle istifade olunur

delegate classdir, ve inmutabledir

her defe += -= etdikde kopyasini yaradir