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1. Evolution of .Net Framework and C#:

The .Net Framework was introduced by Microsoft in 2002. It evolved over the years, introducing features like LINQ, WPF, and ASP.NET. C# was developed alongside, becoming a key language for the framework. The evolution continued with .Net Core (2016) for cross-platform development, and later, it merged into .Net 5 (2020), unifying the .Net ecosystem.

1. Terms Explanation:
   * Mono: An open-source, cross-platform implementation of the .Net Framework, enabling .Net applications to run on various operating systems.
   * Xamarin: A framework for building cross-platform mobile apps using C# and .Net, allowing code-sharing across iOS, Android, and Windows.
   * COM (Component Object Model): A Microsoft technology for software components interaction, enabling seamless integration of different software modules.
   * .Net Core: A free, open-source, cross-platform framework for building modern, cloud-based, and scalable applications.
   * Unity C#: A scripting language used in the Unity game development engine for creating interactive and immersive games.
   * REST (Representational State Transfer): An architectural style for designing networked applications, commonly used in web services.
2. Key Functions of CLR:
   * Execution: CLR manages the execution of .Net programs by converting intermediate language (IL) code into machine code, ensuring platform independence.
   * Memory Management: It provides automatic memory allocation and garbage collection, reducing the risk of memory leaks and improving application reliability.
   * Exception Handling: CLR offers a robust exception handling mechanism, enhancing program stability by efficiently managing and propagating exceptions.