

Yesterday:-

1. Single Responsibility Principle
2. Interface —: Syntax \rightarrow implement interface in two ways
 1. Implicit way
 2. Explicit way
3. Usage of Interface
 1. client — server architecture.
 2. contract
 3. some concepts are common but the implementation logic is different
4. Abstract Class
 1. Syntax
 2. why abstract \rightarrow

1. template tho'out project
2. some concepts are common and
3. also some logic is common.
3. Base class holds flow of execution → e.g.
5. Singleton Pattern
 - ↳ static
 - ↳ logger pattern
 - ↳ private constructor
6. Factory Pattern
 1. class factory pattern
 2. method factory pattern

Today :-

1. Logger ✓
2. Dependency Injection Pattern ✓
3. Properties ✓ → i1d45m
4. [dll assemblies and access modifier]
5. Events and Delegates. ✓

Product → Notepad

USP → ✓ spell checking functionality.
english → free.

Notepad has → functionalities like Cut, Copy, Paste.

Notepad → spell checking
✓ english + ✓ German + ✓ Spanish

Client → Hindi spell checker ✓
+
my Notepad ✓

my notepad app
close for modification
its open for
extension

1. File I/O
2. Serialization
3. Generic & Collection
4. Reflection
5. Features of C# → 10-15 [LINQ]
6. Database
7. EF → MVC
8. MVC