1. Write a short note on the evolution of .Net Framework and  
   C#(100 words)

**.NET and .NET Framework**

 .Net is a developer platform made up of tools, programming languages , and libraries for building many different types of applications.

There are various implementations of .NET. Each implementation allows .NET code to execute in different places—Linux, macOS, Windows, iOS, Android, and many more.

1. **.NET Framework** is the original implementation of .NET. It supports running websites, services, desktop apps, and more on Windows.
2. **.NET** is a cross-platform implementation for running websites, services, and console apps on Windows, Linux, and macOS.Net is open source  on GitHub. .NET was previously called .NET Core.
3. Xamarin/Momo is a .NET implementation for running apps on all the major mobile operating systems, including iOS and Android.

.NET standard  is a formal specification of the APIs that are common across .NET implementations. This allows the same code and libraries to run on different implementations.

2. Explain the following terms ;

Mono, Xamarin, COM , .Net Core, Unity C#, REST

Mono is a software platform designed to allow developers to easily create cross platform applications

Xamarin is an open-source platform for building modern and performant applications for iOS,Android, and windows with.NET

COM is the serial port interface found on personal computer (cps) are called Cora or a communication port

Net Core is a new version of .Net framework, which is a free, open source, general purpose development platform maintained by Microsoft

Unity C# is the language that’s used in unity is called C#. All the languages that unity operates with are object oriented scripting language

Rest is software architectural style that was created to guide the design and development of the architecture for the World Wide Web.

3. Critically,explain ANY three key functions of CLR(50 words)

The common language runtime (CLR) the virtual machine component of Microsoft. Net framework, manages the execution of .Net programs. Just in time compilation converts the managed code ) into machine instructions t