Practical-4

Console applications: Object Oriented Programming, StringBuilder And CommandLine Argument

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1. Write a program to create a Class named ATM having following methods which performs ATM transaction:

Balance_check():- To Check the balance of Current Account

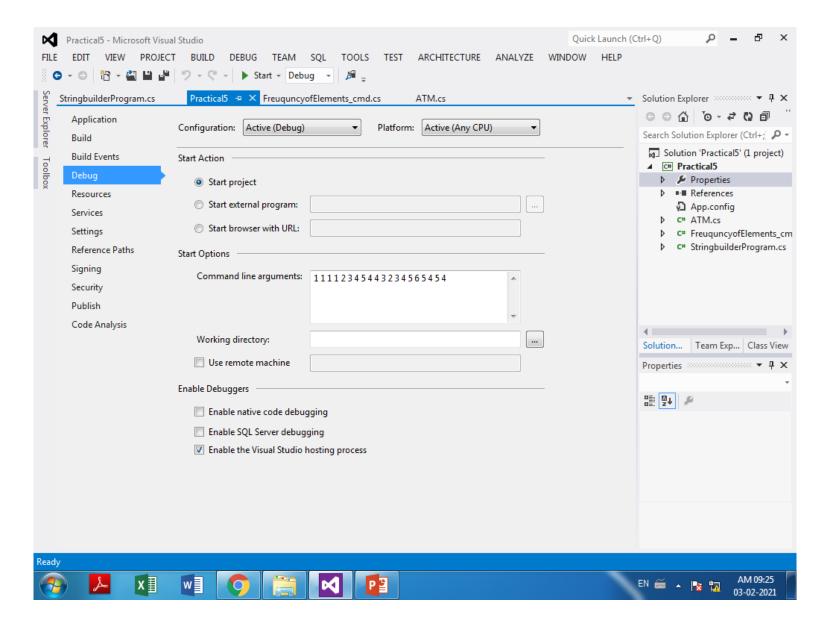
Debit():- To Withdraw money into Current Account

Credit():- To add money into Current Account

Get_info():- To see information of Account Holder

- 2. Write a program to find frequency of each element in an array using command Line Arguments.
- 3. Write a program to explain StringBuilder Class. [Note: Use Append(), AppendFormat(), Insert(), Remove(), Replace() Methods.]

Command Line Argument



StringBuilder

String

- string S="Hello World"
- Now replace string S with "Welcome"
- In heap Hello World and new object of Welcome is created.

• To solve this problem C#, introduced **StringBuilder.**

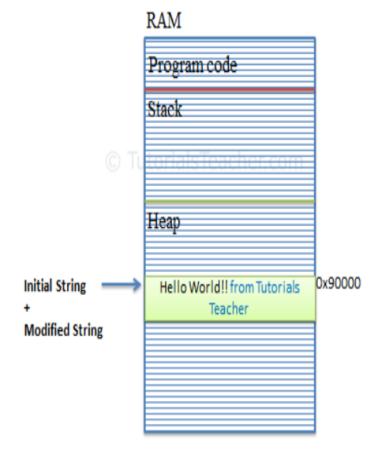
StringBuilder

 StringBuilder is mutable, means if create string builder object then you can perform any operation like insert, replace or append without creating new instance for every time.

 it will update string at one place in memory doesn't create new space in memory.

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- It will update string at one place in memory doesn't create new space in memory.



Memory allocation for StringBuilder

StringBuilder sb = new StringBuilder()

String and StringBuilder

```
string a = "Hello";
a = a.Replace("o", "m");
Console.WriteLine(a);
```



```
string a = "Hello";
StringBuilder sb = new StringBuilder(a);
a = sb.Replace("o", "m");
Console.WriteLine(a);
```

