



# .NET PRACTICAL

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## PRACTICAL:1

### AIM: INTRODUCTION TO C#

Variables:

Initialization

Scope

Constant

Predefined Data Types

Value Types

Reference Types

Flow Control

Conditional Statements(if, switch)

Loop(for, while, dowhile, foreach)

Jump(goto, break, continue, return)

Eumerations

Passing Arguments

```
using System;
```

```
using System.Collections.Generic;
```

```
using System.Linq;
```

```
using System.Text;
```

```
using System.Threading.Tasks;
```

```
namespace aim
```

```
{
```

```
    class Program
```

```
    {
```

```
        static int newint=100;
```

```
        public enum TimeOfDay
```

```
        {
```

```
            Morning = 0,
```

```
            Afternoon = 1,
```

```
        Evening = 2
    }

public static void Main(string[] args)
{
    Console.WriteLine("\n integer types");

    sbyte sb = 10;

    short s = 33;

    int i = 10;

    long l = 33L;

    byte b = 22;

    ushort us = 33;

    uint ul = 33u;

    ulong ulo = 33ul;

    Console.WriteLine("{0},{1},{2},{3},{4},{5},{6},{7}", sb, s, i, l, b, us, ul, ulo);

    float f = 1.122345656767f;

    double d = 12.1234455657878797;

    Console.Write("\nFloat and Double:\n");

    Console.WriteLine("{0} and \n{1}", f, d);

        decimal dec=111.6666666666666666666666666666M;

        Console.WriteLine("decimal:\n{0} ",dec);

        Console.WriteLine("\nBoolean:");

        bool boolean =true;

        Console.WriteLine("Status: " + boolean);

    // Console.ReadLine();

        char character ='d';

        Console.WriteLine(character);

        character = '\0';

        Console.WriteLine("Now null: " + character);

        object o1 = "Hi, I am ALICE";

        object o2 = 15.3454365;

        string strObj = o1 as string;

        Console.WriteLine(strObj);
```

```
Console.WriteLine(o1.GetHashCode() + " " + o1.GetType());
Console.WriteLine(o2.GetHashCode() + " " + o2.GetType());
Console.WriteLine(o1.Equals(o2));

string s1, s2;

s1 = "this is string";
s2 = s1;

Console.WriteLine("S1 is: {0} and s2 is {1}", s1, s2);
s2 = "other string";

Console.WriteLine("S1 is: {0} and s2 is {1}", s1, s2);
s1 = "c:C:\\Users\\Dell\\source\\repos\\aim";
Console.WriteLine(s1);
s1 = @"c:C:\Users\Dell\source\repos\aim\aim";
Console.WriteLine(s1);
s1 = @"We can also write
like this";
Console.WriteLine(s1);

bool isZero;

Console.WriteLine("\nFlow Control: (if)\ni is " + i);
if (i == 10)
{
    isZero = true;

    Console.WriteLine("i is Zero {0}", isZero);
}
else
{
    isZero = false;

    Console.WriteLine("i is Non - zero");
}

int integerA = 1;

Console.WriteLine("\nSwitch:");
switch (integerA)
{
```

```
case 1:
Console.WriteLine("integerA = 1");
break;
case 2:
Console.WriteLine("integerA = 2");
//goto case 3;
break;
case 3:
Console.WriteLine("integerA = 3");
break;
default:
Console.WriteLine("integerA is not 1, 2, or 3");
break;}
WriteGreeting(TimeOfDay.Morning);
Console.WriteLine("Argument is: {0}",args[1]);

void WriteGreeting(TimeOfDay timeOfDay)
{
switch (timeOfDay)
{
case TimeOfDay.Morning:
Console.WriteLine("Good morning!");
break;
case TimeOfDay.Afternoon:
Console.WriteLine("Good afternoon!");
break;
case TimeOfDay.Evening:
Console.WriteLine("Good evening!");
break;
default:
Console.WriteLine("Hello!");
break;
```

```

    }
}

Console.WriteLine("Scope of Variables.\n1:");

int newint=0;

    int j;

for (/*int*/ j = 0; j < 2; j++) //removing comment from for loop will raise error
{
    //int j;

    //uncomment above line to error "A local variable named 'j' cannot be declared in this
    //scope because it would give a different meaning to 'j', which is already
    //used in a 'parent or current' scope to denote something else"

    Console.Write("{0} {1}\n", newint, Program.newint);
}

    Console.WriteLine("2:");

for (int k = 0; k < 3; k++)
{
    Console.Write("{0} ", k);

    //Scope of k ends here

    Console.WriteLine("\n");

    //Console.WriteLine(k);

    //uncomment above line to see error "The name 'k' does not exist in the current context"

    for (int k = 3; k > 0; k--)
    {
        Console.Write("{0} ", k);

        //scope of k ends here again

    }

}

Console.WriteLine("Constants");

    const int valConst = 100; // This value cannot be changed.

Console.WriteLine("{0} is constant value", valConst);

//valConst = 45;

    //uncomment above line to see error "The left-hand side of an assignment must be a variable,
    property or indexer"

//const only allow constant variables into the expression

```

```
const int valConst2 = valConst + 9 /* + j*/;

//remove comments from the above line to see error "The expression being assigned to
'valConst2' must be constant"

Console.WriteLine("Another Constant: {0}", valConst2);


Console.WriteLine("\nPredefined Data Types\n\nValue Types and Reference Types");
//Value Types
int vali = 2, valj = vali;
Console.WriteLine("vali is: {0} and valj is: {1}", vali, valj);
valj = 90;
Console.WriteLine("vali is: {0} and valj is: {1}", vali, valj);
//Referece Types
Vector x, y;
x = new Vector();
x.value = 3;
y = x;
Console.WriteLine("x is: {0} and y is:{1}", x.value, y.value);
y.value = 234;
Console.WriteLine("x is: {0} and y is:{1}", x.value, y.value);

//If a variable is a reference, it is possible to indicate that it does not refer to any object by
setting its value to null:
y = null;

//Console.Write("Value for y is: " + y.value);

//uncomment above line to see runtime exception "System.NullReferenceException: Object
reference not set to an instance of an object."
//CTS          }
                public class Vector
                {
                public int value;
                }
    }
}
```





## PRACTICAL:2

### *Program 1*

Write console based program in code behind language VB or C# to print following pattern.

@ @ @ @ @

@ @ @ @

@ @ @

@ @

@

```
using System;
```

```
using System.Collections.Generic;
```

```
using System.Linq;
```

```
using System.Text;
```

```
using System.Threading.Tasks;
```

```
namespace practical2
```

```
{
```

```
    class Program
```

```
    {
```

```
        static void Main(string[] args)
```

```
        {
```

```
            for(int i=5;i>0;i--)
```

```
            {
```

```
                for (int j = i; j > 0; j--)
```

```
                {
```

```
                    Console.Write("@");
```

```
                }
```

```
                Console.WriteLine(" ");
```

```
            }
```

```
            Console.ReadKey();
```

```
        }
```

```
    }
```

```
}
```



### ***Program 2***

Write console based program in code behind language VB or C# to print following pattern.

```
1
1 2
1 2 3
1 2 3 4
```

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
```

```
namespace practical2._1
{
    class Program
    {
```

```
static void Main(string[] args)
{
    for(int i=1;i<=5;i++)
    {
        for(int j=i;j>0;j--)
        {
            Console.Write("{0}",i);
        }
        Console.WriteLine("");
    }
    Console.ReadKey();
}
```



### ***Program 3***

Write C# code to prompt a user to input his/her name and country name and then the output will be shown as an example below:


Hello Ram from country India

```
using System;
```

```
using System.Collections.Generic;
```

```
using System.Linq;
```

```
using System.Text;
using System.Threading.Tasks;
namespace practical2._2
{
    class Program
    {
        static void Main(string[] args)
        {
            string name;
            string country;
            Console.WriteLine("enter your name:");
            name=Console.ReadLine();
            Console.WriteLine("enter your country:");
            country = Console.ReadLine();
            Console.WriteLine("hello {0} from country {1}",name,country);
            Console.ReadKey();
        }
    }
}
```



```
enter your name:
alice
enter your country:
usa
hello alice from country usa
```

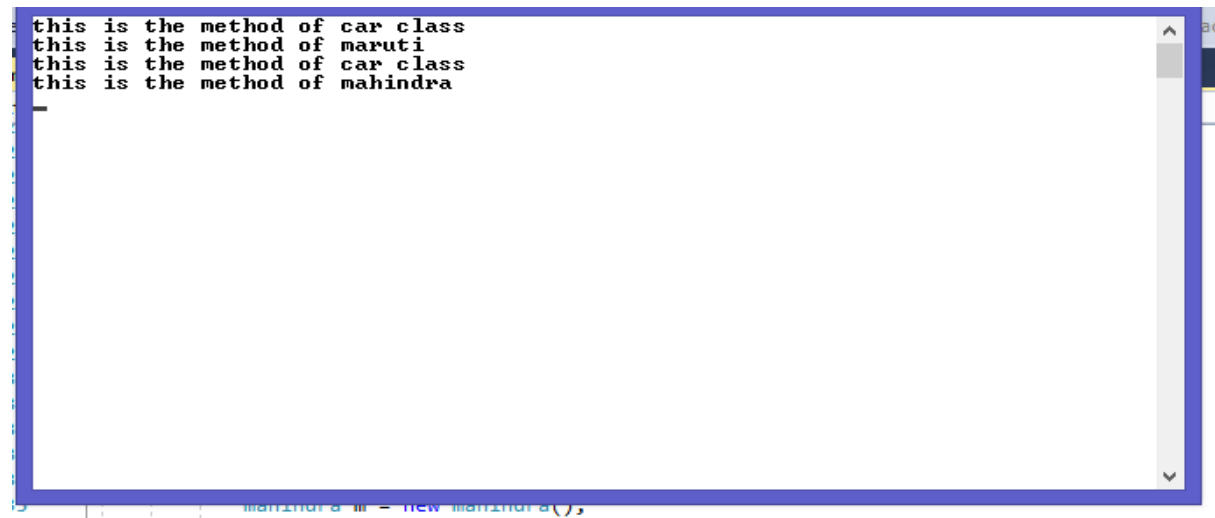
### ***Program 4***

What is inheritance? Create C# console application to define Car class and derive Maruti and Mahindra from it to demonstrate inheritance.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
namespace practical2._3
{
    class car
    {
        public void Method1()
        {
            Console.WriteLine("this is the method of car class");
        }
    }
}
```

```
    }  
}  
class maruti:car  
{  
    public void method2()  
    {  
        Console.WriteLine("this is the method of maruti");  
        Console.ReadKey();  
    }  
}  
class mahindra:car  
{  
    public void method3()  
    {  
        Console.WriteLine("this is the method of mahindra");  
    }  
}  
class Program  
{  
    static void Main(string[] args)  
    {  
        mahindra m = new mahindra();  
        maruti m1 = new maruti();  
        m.Method1();  
        m1.Method1();  
        Console.ReadKey();  
    }  
}
```

```
this is the method of car class  
this is the method of maruti  
this is the method of car class  
this is the method of mahindra
```





## PRACTICAL:3

AIM: Method & constructor overloading

### ***Program 1***

Write a c# program to add two integers, two vectors and two metric using method overloading.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
namespace p3
{
    public class Add
    {
        public void add()
        {
            int[,] m1 = new int[50, 50];
            int[,] m2 = new int[50, 50];
            int[,] m3 = new int[50, 50];
            Console.WriteLine("enter size of array:");
            int size = Convert.ToInt32(Console.ReadLine());
            Console.WriteLine("enter first array:");
            for (int i = 0; i < size; i++)
            {
                for (int j = 0; j < size; j++)
                {
                    m1[i, j] = Convert.ToInt32(Console.ReadLine());
                }
            }
            Console.WriteLine("enter second array:");
            for (int i = 0; i < size; i++)
            {
```

```
        for (int j = 0; j < size; j++)
        {
            m2[i, j] = Convert.ToInt32(Console.ReadLine());
        }
    }

    for (int i = 0; i < size; i++)
    {
        for (int j = 0; j < size; j++)
        {
            m3[i, j] = m1[i, j] + m2[i, j];
        }
    }

    Console.WriteLine("addition array:");
    for (int i = 0; i < size; i++)
    {
        Console.WriteLine("\n");
        for (int j = 0; j < size; j++)
        {
            Console.Write("{0}\t", m3[i, j]);
        }
        Console.WriteLine("\n");
    }
}

public int add(int a, int b)
{
    return (a + b);
}

}

public class Vector
{
    public void add()
```

```

{
    Console.WriteLine("enter first vector");
    int x = Convert.ToInt32(Console.ReadLine());
    int y = Convert.ToInt32(Console.ReadLine());
    int z = Convert.ToInt32(Console.ReadLine());
    Console.WriteLine("enter second vector");
    int x1 = Convert.ToInt32(Console.ReadLine());
    int y1 = Convert.ToInt32(Console.ReadLine());
    int z1 = Convert.ToInt32(Console.ReadLine());
    int x2 = x + x1;
    int y2 = y + y1;
    int z2 = z + z1;
    Console.WriteLine("<" + x2 + "," + y2 + "," + z2 + ">");

}
}

```

class Program

```

{
    static void Main(string[] args)
    {

        Add a1 = new Add();
        Vector v1 = new Vector();
        v1.add();
        a1.add();
        int res=a1.add(1, 2);
        Console.Write("method overloading for addtion{0}",res);
        Console.ReadLine();

    }
}

```

```
enter first vector
1
2
3
enter second vector
1
2
3
<2,4,6>
enter size of array:
2
enter first array:
1
2
3
4
enter second array:
1
2
3
4
addition array:
2      4
6      8
method overloading for addition3_
```

### ***Program 2***

Write a c# program that create student object. Overload constror to create new instant with following details.

1. Name
2. Name, Enrollment
3. Name, Enrollment, Branch

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Reflection;
namespace p3a1
{
    class Program
    {
        public int ID { get; set; }
```

```
public string Name { get; set; }
String name, branch;
int enrol;
public Program(String name)
{
    this.name = name;
    Console.WriteLine("constructor 1:" + name);
}
public Program(String name, int enrol)
{
    this.name = name;
    this.enrol = enrol;
    Console.WriteLine("constructor 2:" + name + " " + enrol);
}
public Program(String name, int enrol, String branch)
{
    this.name = name;
    this.enrol = enrol;
    this.branch = branch;
    Console.WriteLine("constructor 3:" + name + " " + enrol + " " + branch);
}
static void Main(string[] args)
{
    Program p1 = new Program("bob");
    Program p2 = new Program("bob", 1);
    Program p3 = new Program("bob", 1, "computer");
    Console.ReadLine();
}
}
```

}

```
constructor 1:bob  
constructor 2:bob 1  
constructor 3:bob 1 computer
```

## PRACTICAL:4

Create a c# program to find Methods, Properties and Constructors from class of running program.(Use Class from previous practical)

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Reflection;

namespace p2
{
    class Reflection
    {
        static void Main()
        {
            Type T = Type.GetType("p2.Customer");
            MethodInfo[] methods = T.GetMethods();
            foreach (MethodInfo method in methods)
            {
                Console.WriteLine(method.ReturnType + " " + method.Name);
            }

            PropertyInfo[] properties = T.GetProperties();

            Console.WriteLine("\nProperties");
            foreach (PropertyInfo property in properties)
            {
                Console.WriteLine(property.PropertyType + " " + property.Name);
            }

            Console.WriteLine("\nConstructors");
```

```
        ConstructorInfo[] constructors = T.GetConstructors();
        foreach (ConstructorInfo constructor in constructors)
        {
            Console.WriteLine(constructor.ToString());
        }
    }
}

class Customer
{
    public int ID { get; set; }
    public string Name { get; set; }
    public Customer(int ID, string Name)
    {
        this.ID = ID;
        this.Name = Name;
    }
}
```



## PRACTICAL:5

AIM : File Handling

**Program 1:**

Write a C# program to copy data from one file to another using StreamReader and StreamWriter class.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.IO;

namespace p2
{
    class P4_1
    {
        public static void Main(){
            string f1 = @"f1.txt";
            string f2 = @"f2.txt";
            using (StreamReader reader = new StreamReader(f1))
            using (StreamWriter writer = new StreamWriter(f2))
                writer.Write(reader.ReadToEnd());
        }
    }
}
```

***Program 2:***

Write a C# Program to Read Lines from a File until the End of File is reached.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.IO;
namespace P2
{
    public class CopyFile
    {
        public void copyFile(string f1, string f2)
        {
            using (StreamReader reader = new StreamReader(f1))
            using (StreamWriter writer = new StreamWriter(f2))
            {
                string line = null;
                while ((line = reader.ReadLine()) != null)
                    writer.WriteLine(line);
            }
        }
    }

    public class mmain{
        public static void Main(){
            CopyFile cp = new CopyFile();
            string f1 = @"E:\Sem-6\VS\p2\p2\f1.txt";
            string f2 = @"E:\Sem-6\VS\p2\p2\f2.txt";
            cp.copyFile(f1,f2);

        }
    }
}
```

**Program 3:**

Write a C# Program to List Files in a Directory.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.IO;

namespace p2
{
    class ListFile
    {
        public static void Main() {
            string[] Directories = Directory.GetDirectories(@"E:\Sem-6\VS");
            foreach (string dir in Directories)
                Console.WriteLine(dir);

            string[] files = Directory.GetFiles(@"E:\Sem-6\VS");
            foreach (string file in files)
                Console.WriteLine(file);

            Console.ReadKey();
        }
    }
}
```



```
Directories are:
F:\16ce012\P2
F:\16ce012\P3
F:\16ce012\P4
F:\16ce012\Practical4
F:\16ce012\Practical5
File are:
F:\16ce012\a.txt.txt
F:\16ce012\b.txt.txt
F:\16ce012\P1.cs
F:\16ce012\P1.exe
F:\16ce012\Practical4\Practical4>
```