Yesterday :—

1. CLR Feature
2. Data Type
3. GC Algorithm
4. Exception Handling
5. Boxing , Unboxing & TypeCasting
6. Debugging
7. Inheritance [:]
8. virtual. override , new [shadowing] , overloading → across class overloading.
9. Regions , comments
10. Sealed
11. constr , methods
12. wrapper method , base , this
13. loops — if, for. do-while , switch-case

OOP continues :—

1. Interface ✓

2. Abstract class ✓

3. why virtual, override ✓

4. Static — logger

5. containment ✓

6. Dependancy Injection Pattern ✓

7. Factory Pattern ✓ → class Factory / method Factory.

8. Properties

Client — server
                ↳ interfere.

Client

```
interface IX
{
}
IX xObj = obj

xObj.Add()

IY yObj = obj

yObj.Add()
```

obj. ε

```
class Cmath: IX, IY
{
    Cmath.obj = new Cmath();

    IX. Add()
    IY. Add()

    Get Numbers from UI()
    {

    }
}
```