**Class & Object**

Module Module1

Class student

Private roll As Integer

Private sname As String

Private fee As Double

Public Sub getdata(ByVal r As Integer, ByVal nm As String, ByVal f As Double)

roll = r

sname = nm

fee = f

End Sub

Public Sub dispdata()

Console.WriteLine("Roll : {0} Name : {1} Fee : {2}", roll, sname, fee)

End Sub

End Class

Sub Main()

Dim s As student = New student()

Dim roll1 As Integer

Dim name1 As String

Dim fee1 As Double

Console.Write("Enter roll")

roll1 = Console.ReadLine()

Console.Write("Enter name")

name1 = Console.ReadLine()

Console.Write("Enter Fee")

fee1 = Console.ReadLine()

's.getdata(10, "Rajesh", 6000)

s.getdata(roll1, name1, fee1)

s.dispdata()

Console.ReadKey()

End Sub

End Module

**Constructor & Destructor**

Module Module1

Class student

Private roll As Integer

Private sname As String

Private fee As Double

Public Sub New()

Console.WriteLine("Constructor call")

roll = 2

sname = "Aman"

fee = 4000

End Sub

Public Sub New(ByVal r1 As Integer, ByVal nm As String, ByVal f1 As Double)

Console.WriteLine("Constructor call")

roll = r1

sname = nm

fee = f1

End Sub

Public Sub getdata(ByVal r As Integer, ByVal nm As String, ByVal f As Double)

roll = r

sname = nm

fee = f

End Sub

Public Sub dispdata()

Console.WriteLine("Roll : {0} Name : {1} Fee : {2}", roll, sname, fee)

End Sub

Protected Overrides Sub Finalize()

Console.WriteLine("Object deleted")

Console.ReadKey()

End Sub

Shared Sub Main()

Dim s As student = New student()

s.dispdata()

Dim s1 As student = New student(6, "Vikas", 7000)

s1.dispdata()

Dim roll1 As Integer

Dim name1 As String

Dim fee1 As Double

Console.Write("Enter roll")

roll1 = Console.ReadLine()

Console.Write("Enter name")

name1 = Console.ReadLine()

Console.Write("Enter Fee")

fee1 = Console.ReadLine()

Dim s2 As student = New student(roll1, name1, fee1)

s2.dispdata()

''s.getdata(10, "Rajesh", 6000)

's.getdata(roll1, name1, fee1)

's.dispdata()

Console.ReadKey()

End Sub

End Class

End Module

**Inheritance Program**

Module Module1

Class student

Private roll As Integer

Private sname As String

Private fee As Double

Public Sub getdata(ByVal r As Integer, ByVal nm As String, ByVal f As Double)

roll = r

sname = nm

fee = f

End Sub

Public Sub dispdata()

Console.WriteLine("Roll : {0} Name : {1} Fee : {2}", roll, sname, fee)

End Sub

End Class

Class marks : Inherits student

Private m1 As Integer

Private m2 As Integer

Public Sub getmarks(ByVal n1 As Integer, ByVal n2 As Integer)

m1 = n1

m2 = n2

End Sub

Public Sub dispmarks()

Console.WriteLine("Marks1 : {0} Marks2 : {1}", m1, m2)

End Sub

End Class

Sub Main()

Dim m As marks = New marks()

Dim roll1 As Integer

Dim name1 As String

Dim fee1 As Double

Dim mk1, mk2 As Integer

Console.Write("Enter roll")

roll1 = Console.ReadLine()

Console.Write("Enter name")

name1 = Console.ReadLine()

Console.Write("Enter Fee")

fee1 = Console.ReadLine()

Console.Write("Enter m1")

mk1 = Console.ReadLine()

Console.Write("Enter m2")

mk2 = Console.ReadLine()

m.getdata(roll1, name1, fee1)

m.getmarks(mk1, mk2)

m.dispdata()

m.dispmarks()

Console.ReadKey()

End Sub

End Module