Day 17 Assignment
By M Mary Margarette
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1. Research and write what is assembly in C#
→ An Assembly can be a .dll (or) exe files depending upon the project we choose.
→ An assembly is a collection of types and resources that are built to work together for a single functionality.
→ Assemblies are not loaded into memory until they are used.
→ Programmatically we can obtain information of an assembly by using reflection. (Reflection: provides objects that describe Assemblies)
→ An assembly can be a single file or multiple files.

2. In a tabular format write the access modifiers and explain
(As I did in the class, create two assemblies with 3 classes in first assembly, 2 classes in other assembly)

Access Modifiers	Assembly 1			Assembly 2	
	Within Class	Derived Class	Other Class	Derived Class	Other Class
Public	Yes	Yes	Yes	Yes	Yes
Private	Yes	No	No	No	No
Protected	Yes	Yes	No	Yes	No
Internal	Yes	Yes	Yes	No	No
Protected Internal	Yes	Yes	Yes	Yes	No

Assembly 1:

```
namespace MargaretLibrary
{
    6 references
    public class MyBaseClass
    {
        public int a;
        private int b;
        protected int c;
        internal int d;
        protected internal int e;


        0 references
        public void ReadValue()
        {
            a = 10;
            b = 20;
            c = 30;
            d = 40;
            e = 50;

        }
    }
```

```
class Derivedclass : MyBaseClass
{
    0 references
    public void ReadValue()
    {
        a = 10;
        b = 20;
        c = 30;
        d = 40;
        e = 50;

    }
}
```

```
class Otherclass
{
    0 references
    public void ReadValue()
    {
        MyBaseClass m = new MyBaseClass();
        m.a = 10;
        m.b = 20;
        m.c = 30;
        m.d = 40;
        m.e = 50;


    }
}
```

Assembly 2:

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

namespace MarLibrary
{
    0 references
    public class Derived : MyBaseClass
    {
        0 references
        public void Write()
        {
            a = 10;
            b = 20;
            c = 30;
            d = 40;
            e = 50;
        }
    }
```

```
public class Otherclass
{
    0 references
    public void Write()
    {
        MyBaseClass m = new MyBaseClass();
        m.a = 1;
        m.b = 2;
        m.c = 3;
        m.d = 4;
        m.e = 5;
    }


}
```