**ASP.net Notes**

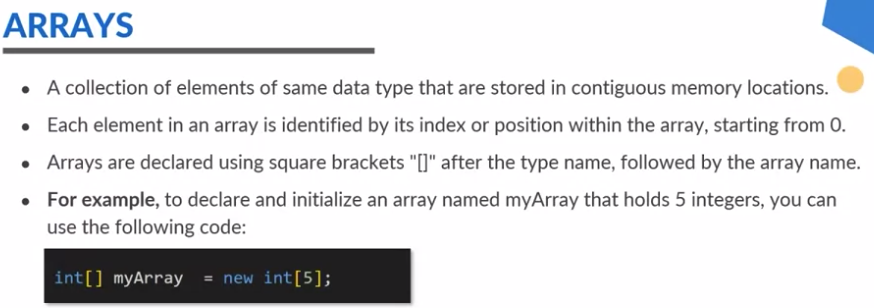
**Week#01 25-02-2024**

**ASP.Net Full stack Foundation (2nd week)**

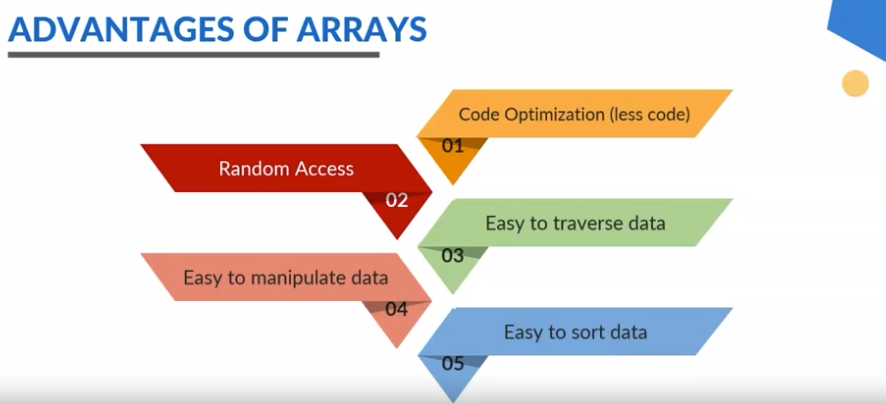
**C# Arrays and String**

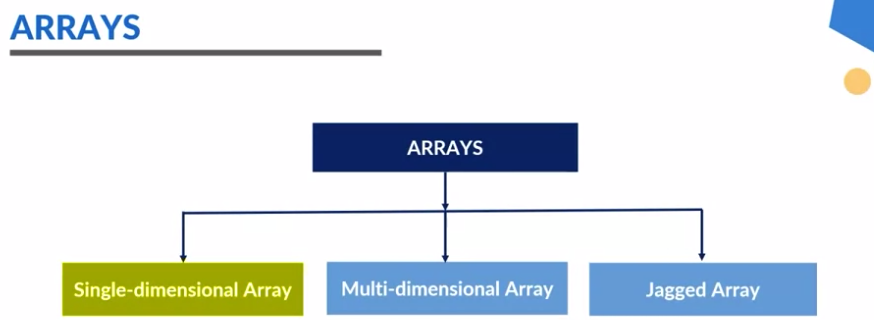
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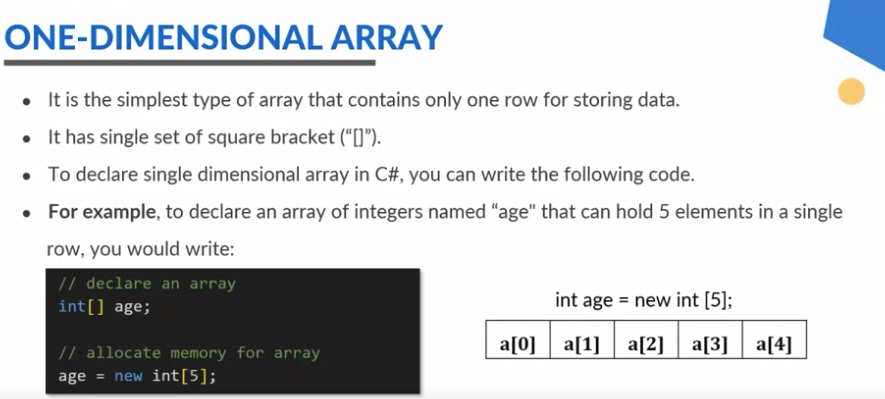
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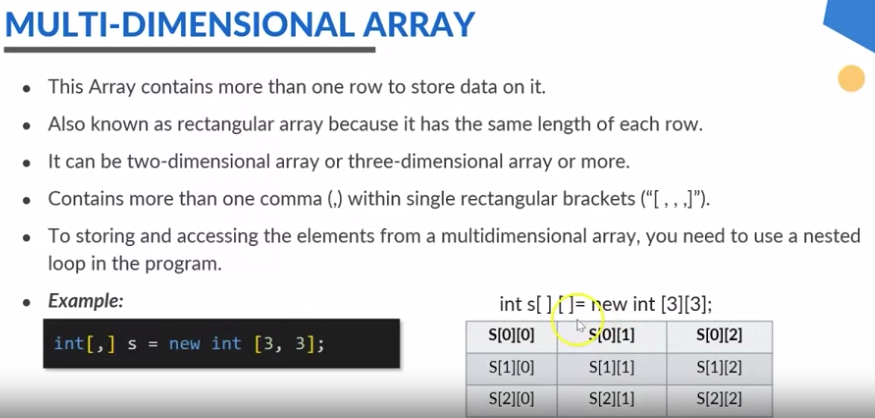
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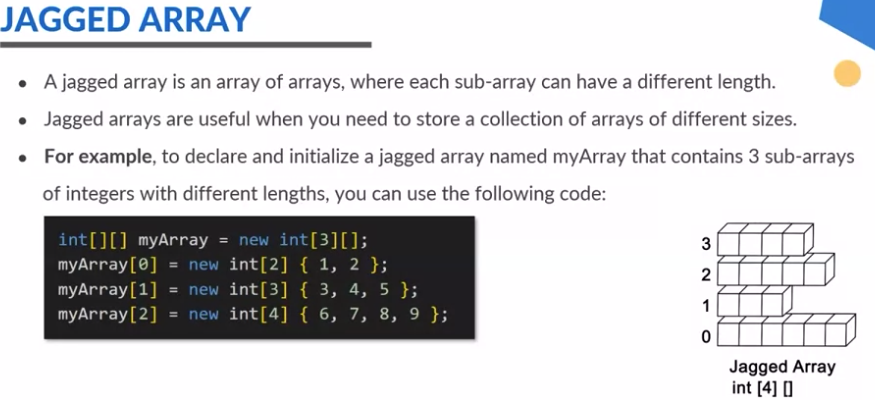
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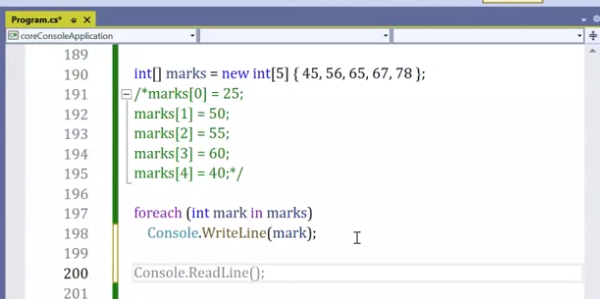
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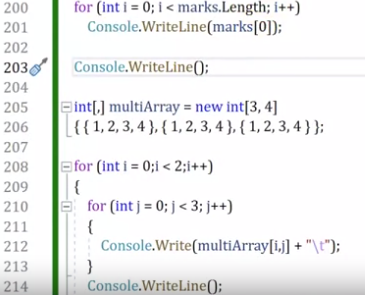
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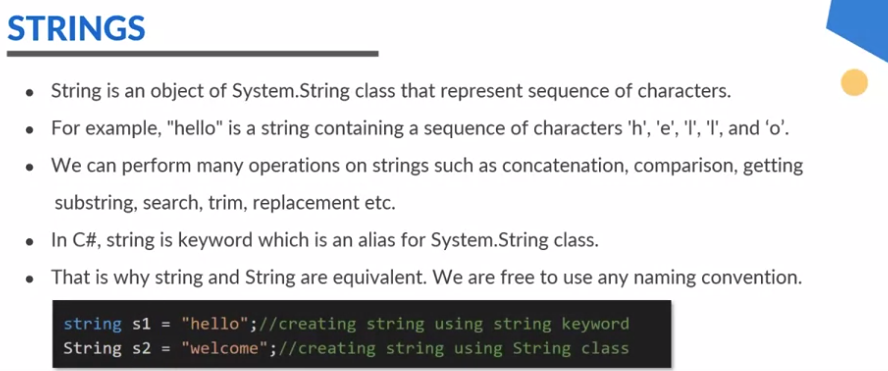
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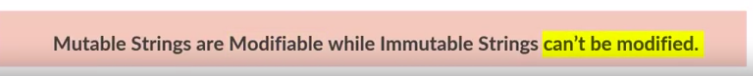
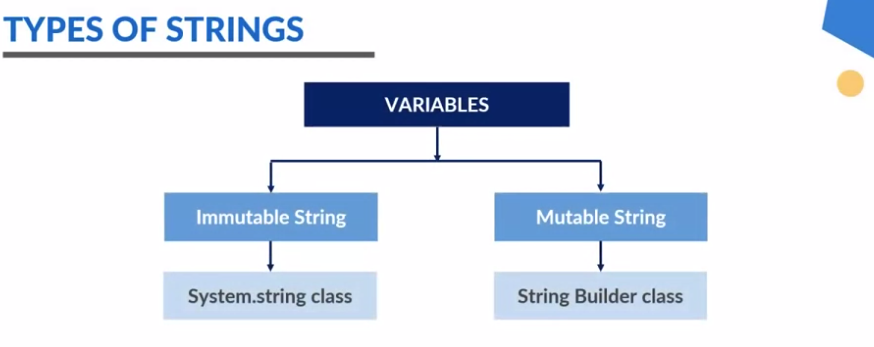
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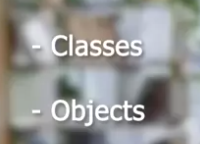
String class are **immutable**, which means we are creating a new memory every time instead of working on existing memory.

**Mutable** type that means if we are using the same memory location and keeping the stuff to the one instance, it will not create any further instances, hence it will not decrease the performance of the application.

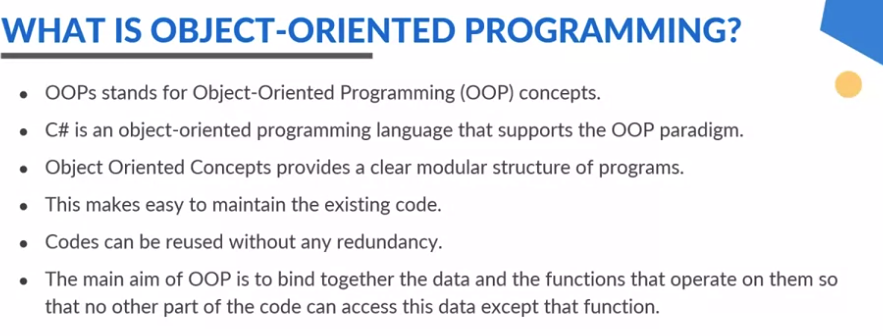
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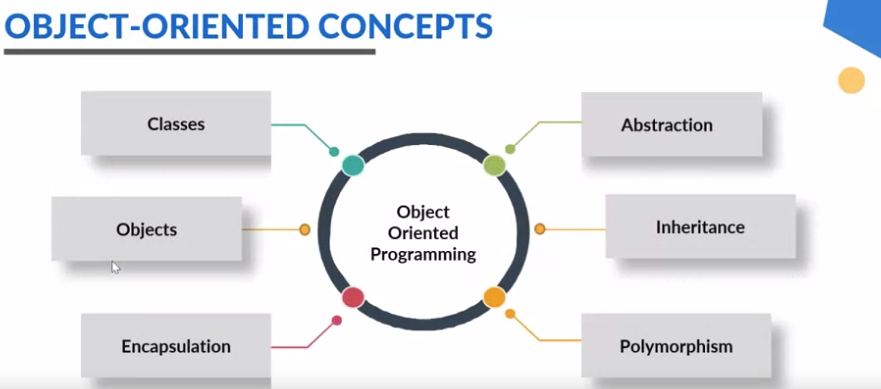
**26-02-2024**

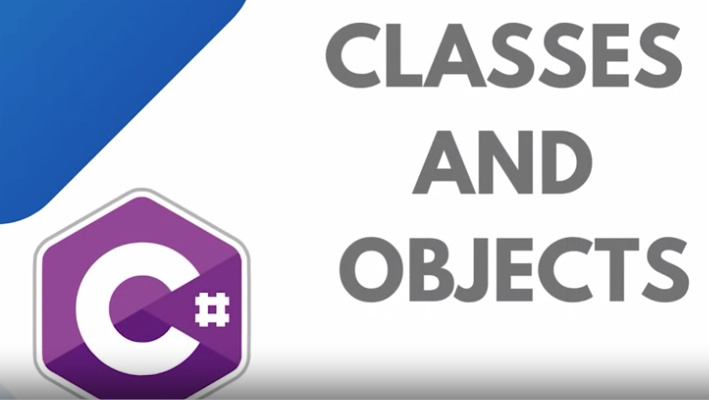
**Object Oriented Programming in C#**

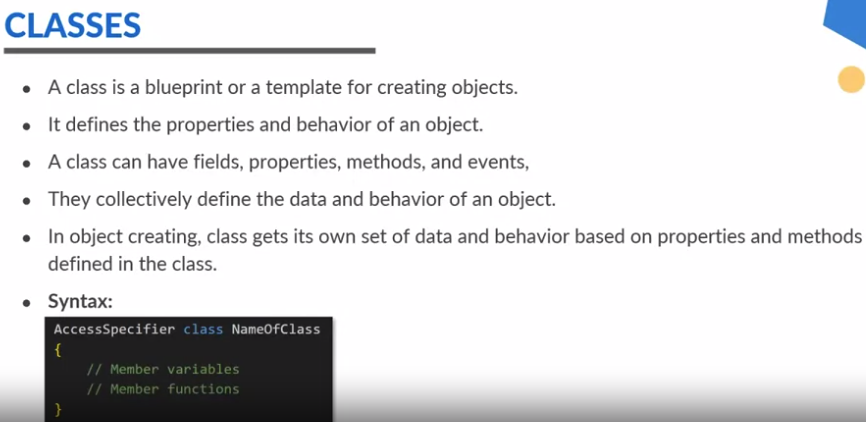
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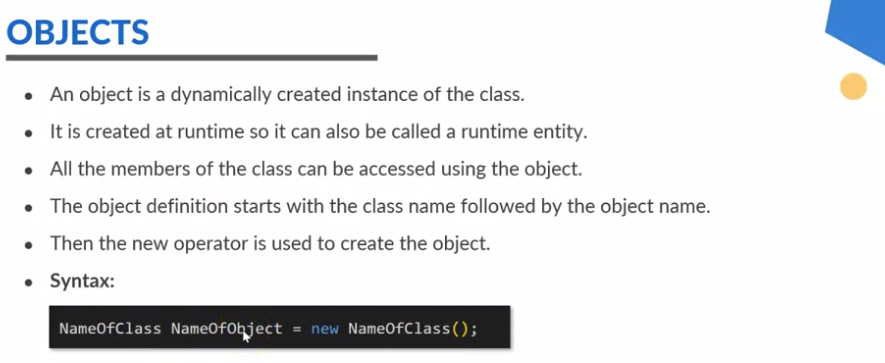
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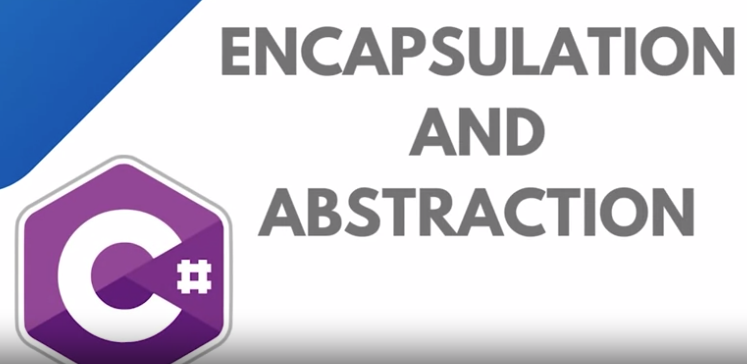
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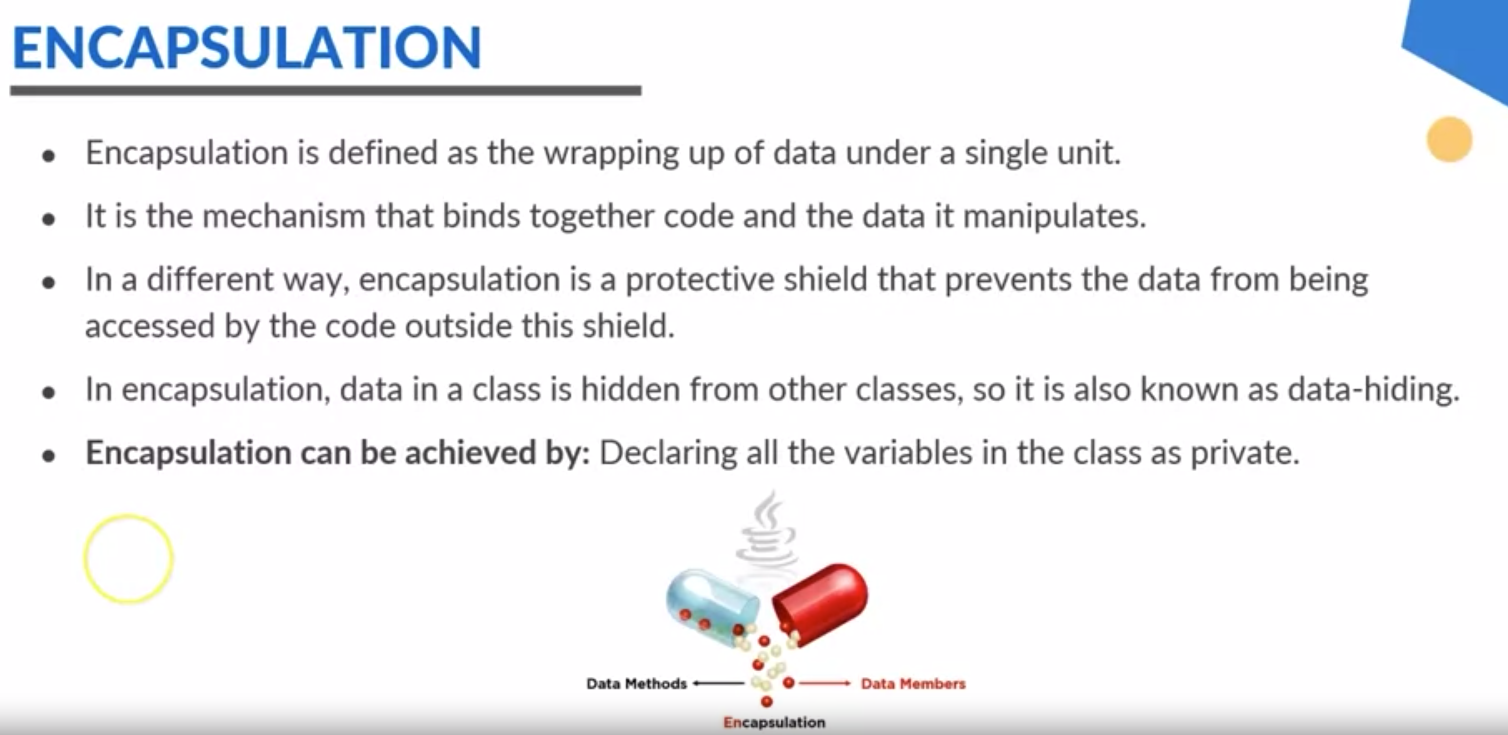
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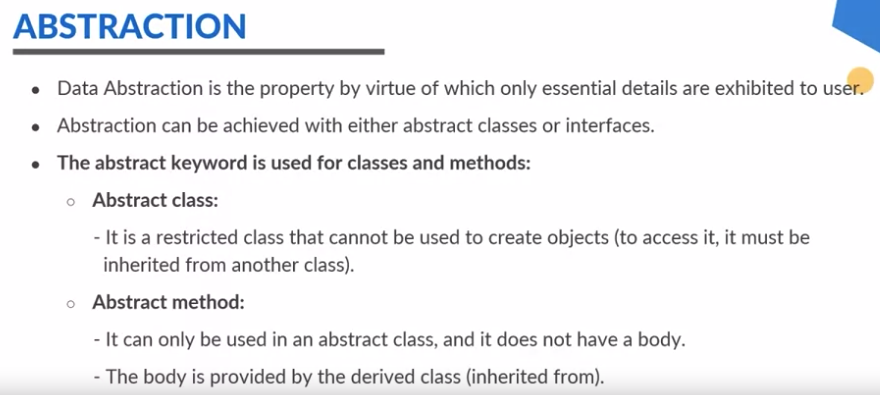
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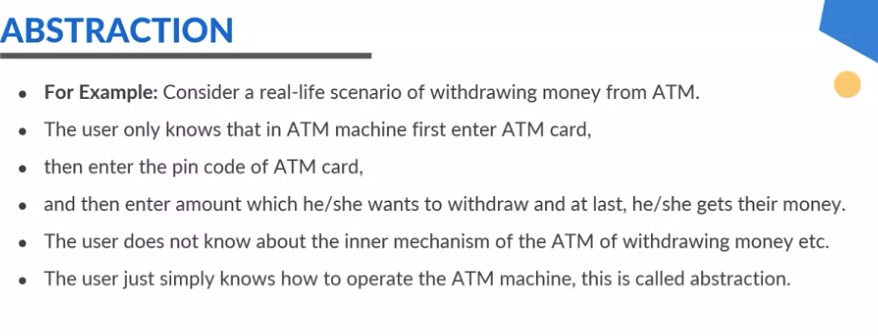
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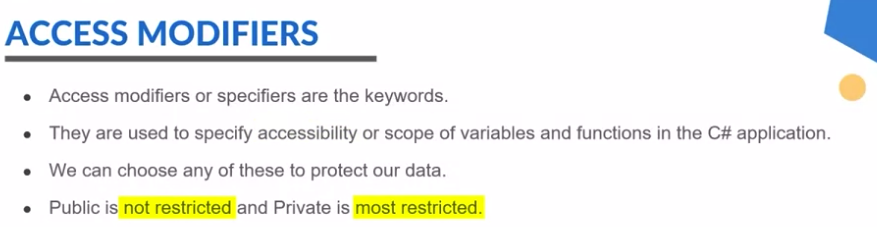
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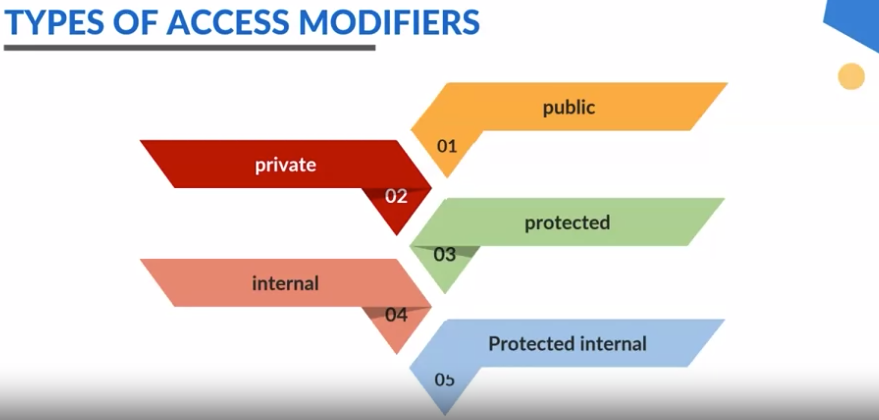
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In **public** you can access it from anywhere outside the names.

In **private** is accessible within the class, within the body itself.

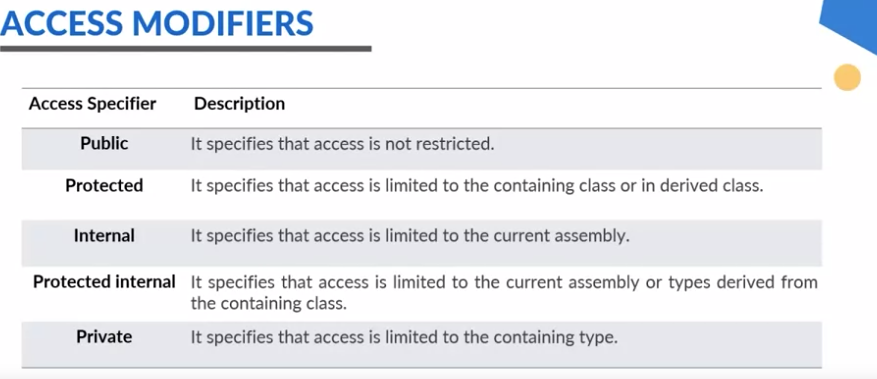
**Protected** helps in inheritance when the parent class has any member as protected, that member can be accessed from the child classes only and from its own class not from other classes.

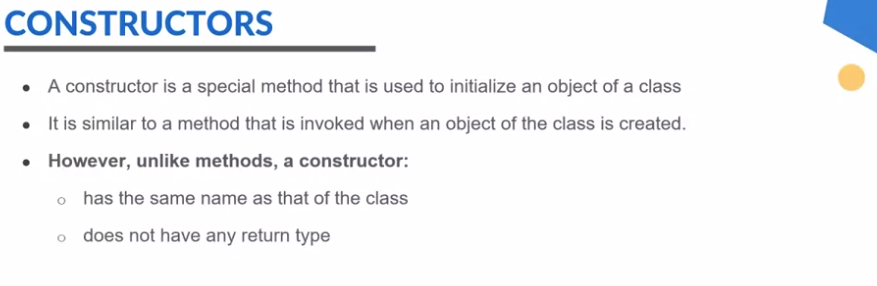
An **internal** has most implemented and by default, all the classes are internal.

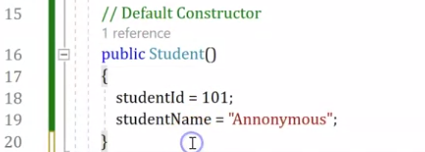
Internal means a class or any member of it is internal can be accessed within its own namespace.

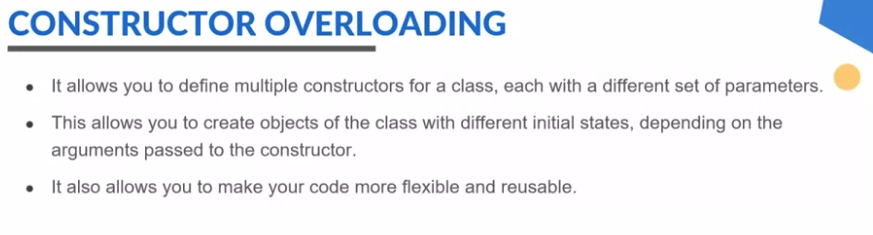
**Protected** **internal** protected means inheritance, internal means within the namespace within the namespace, only in the child classes the members can be accessible.

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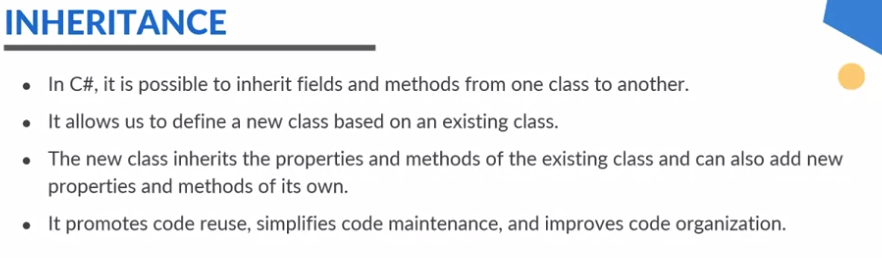
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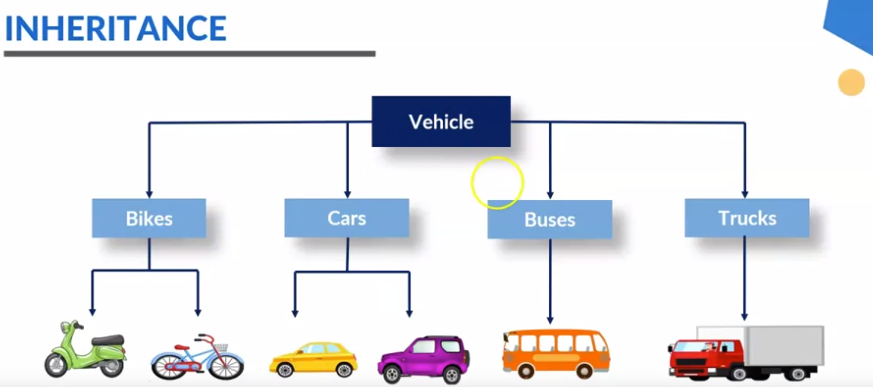
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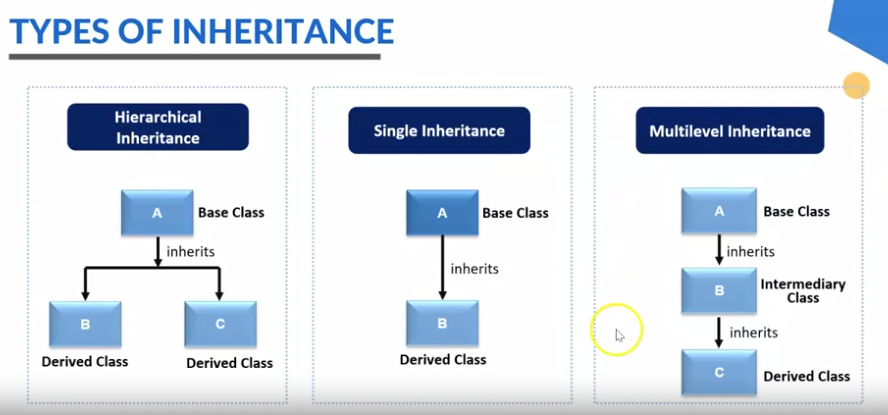
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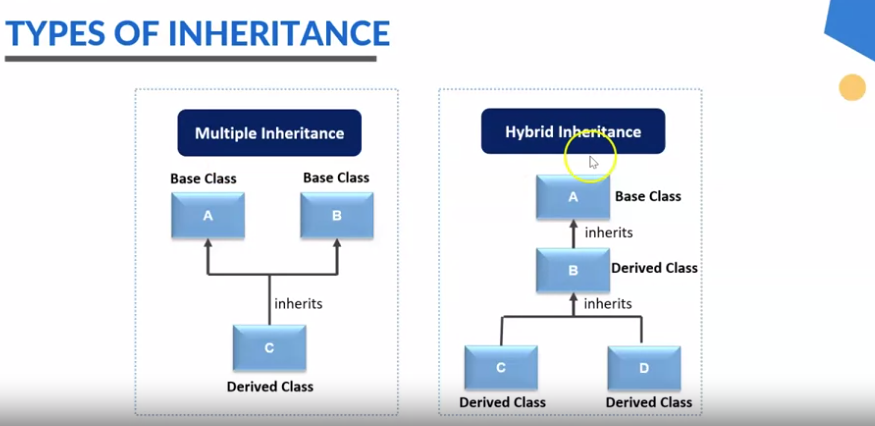
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