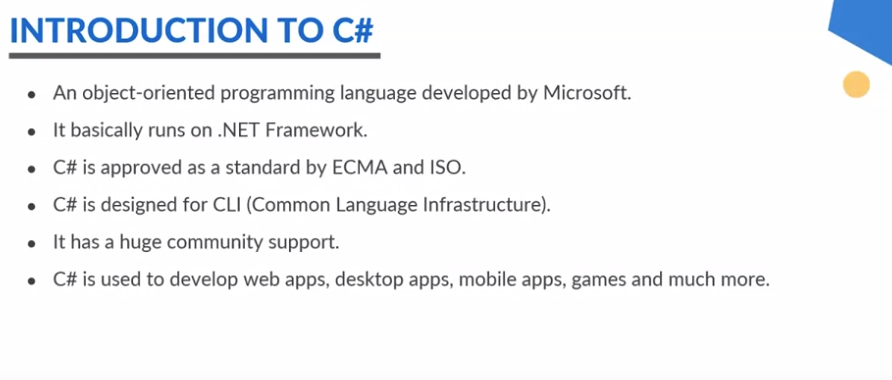
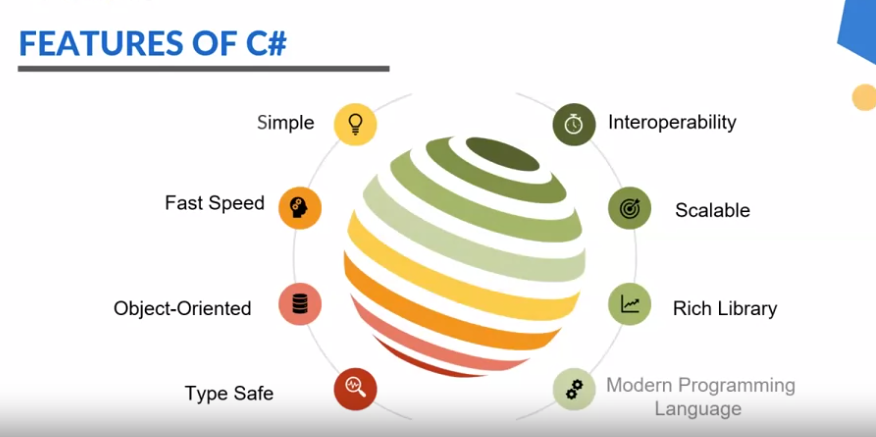
**ASP.net Notes**

**Week#01 20-02-2024**

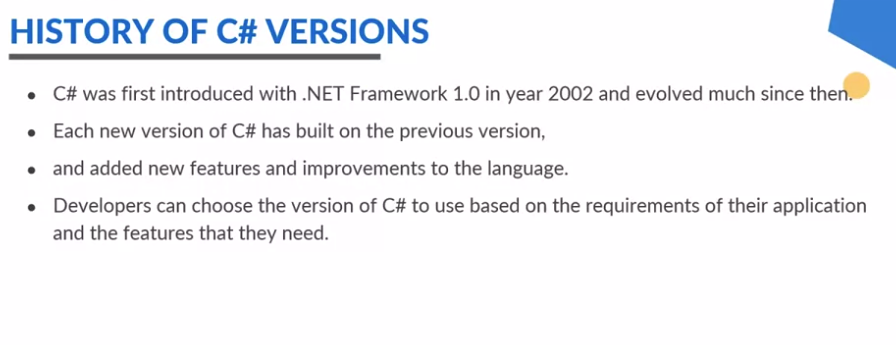
**ASP.Net Full stack Foundation (2nd week)**

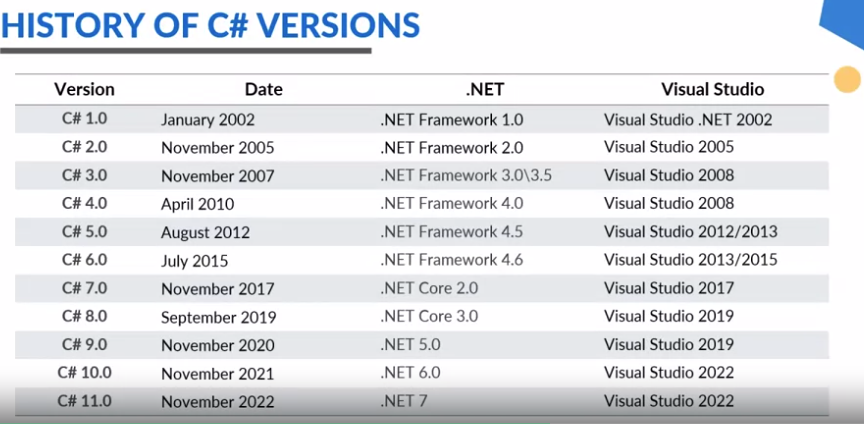
**Introduction to C#**

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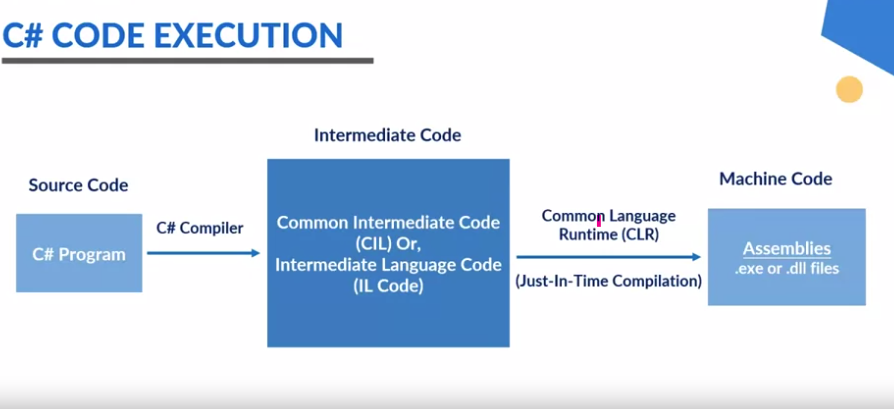
**History**

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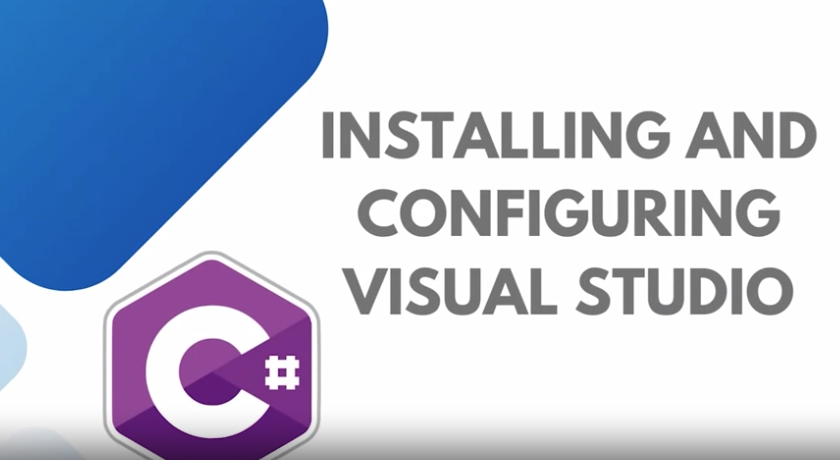
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**C# Code Execution**

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**Installing and Configuring Visual Studio**

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**Here are steps:**

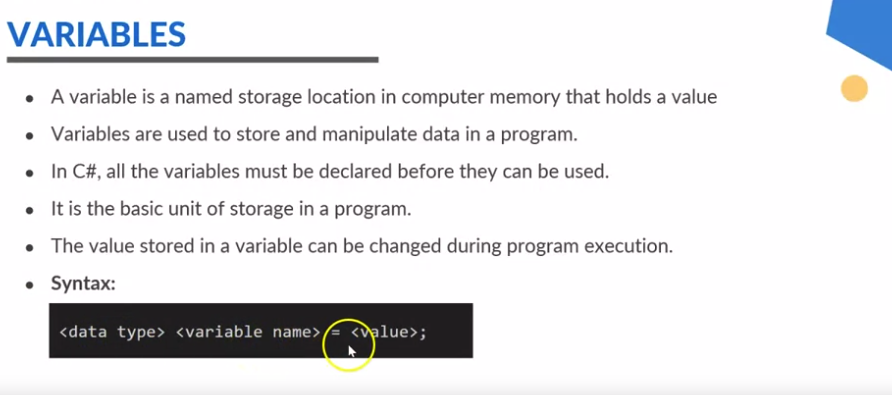
-First download Microsoft visual studio set up and

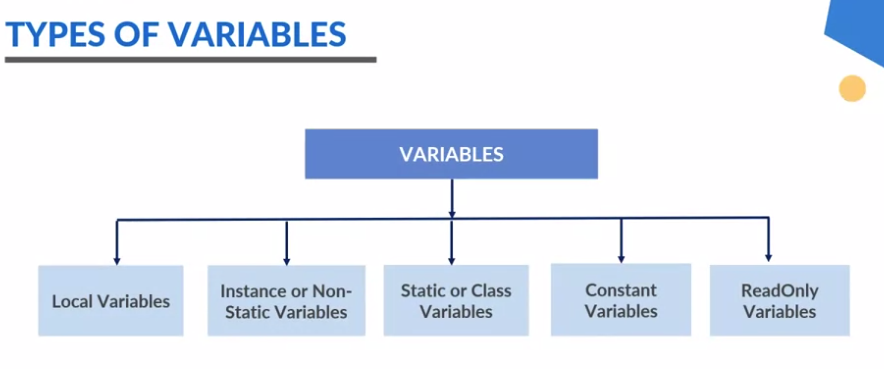
-Install the all packages here you want and it configured.

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**Variables and Data Types**

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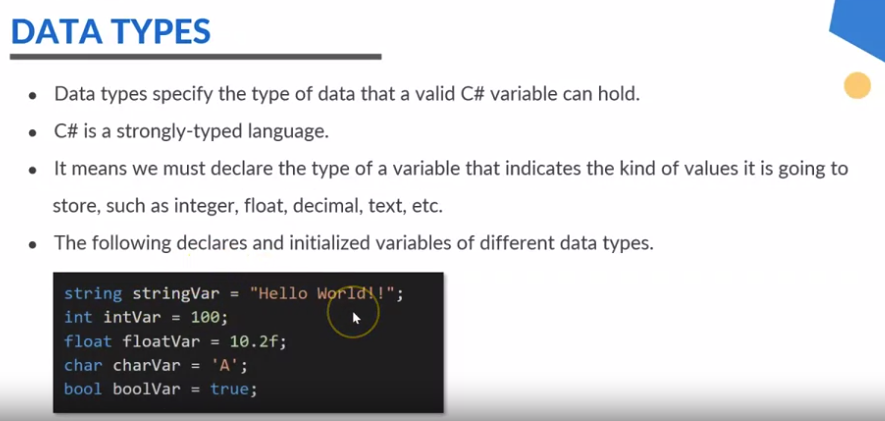
**Local:**

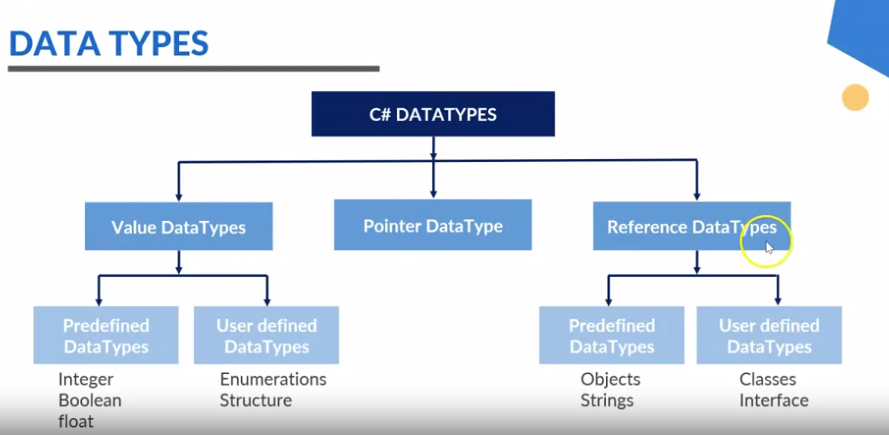
**Static:** Used only when we work with classes.

**Non-static:** Objects Used everywhere not any specification.

**Constant:** Used only forConstant value.

**ReadOnly:**

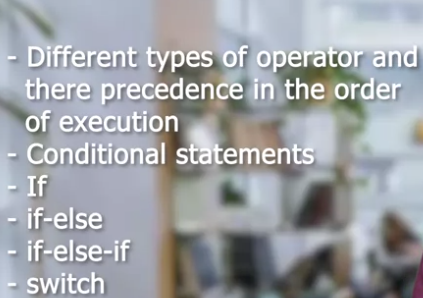
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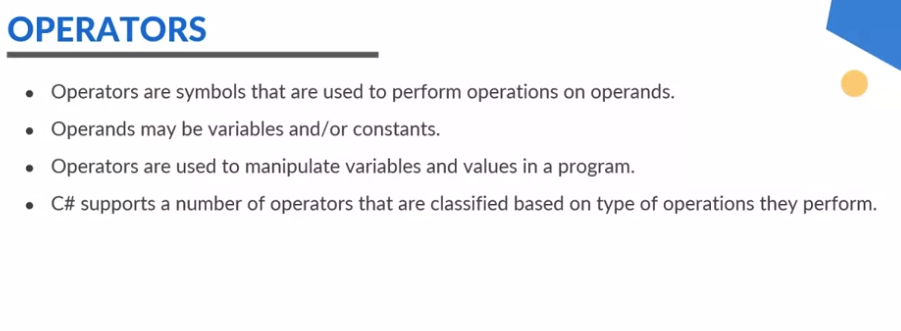
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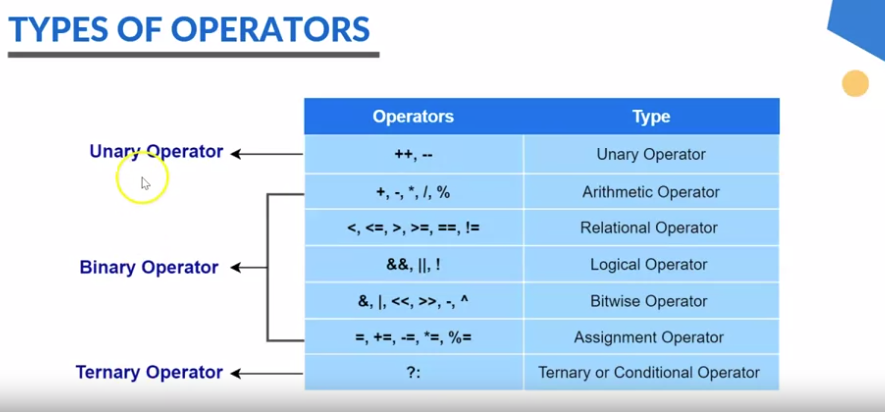


**24-02-2024**

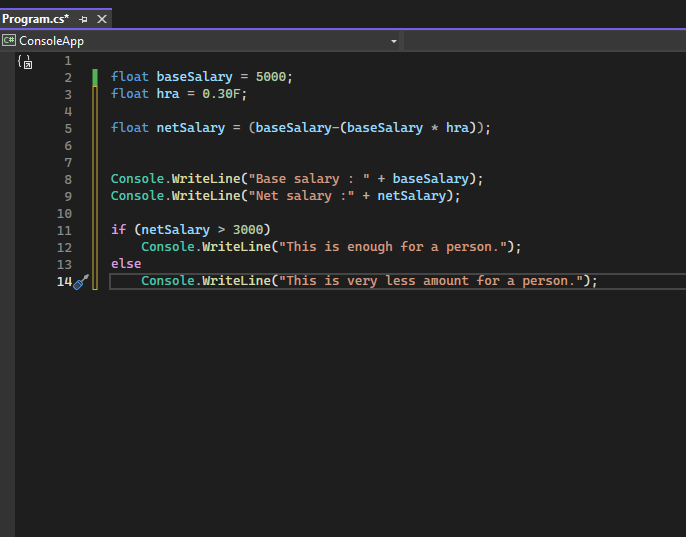
**C# Conditionals and Loops**

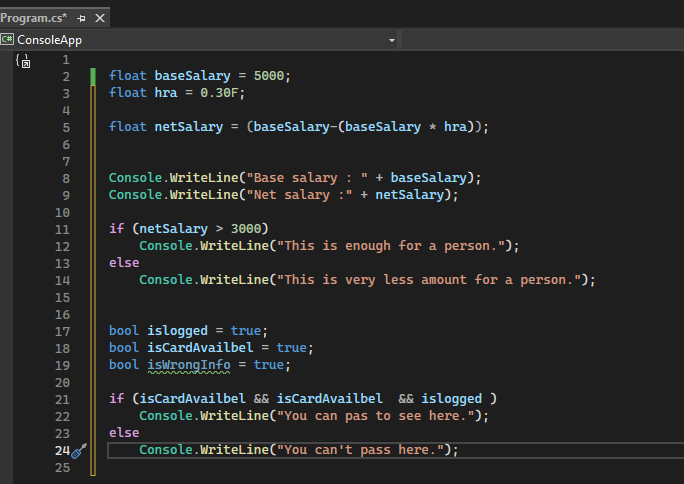
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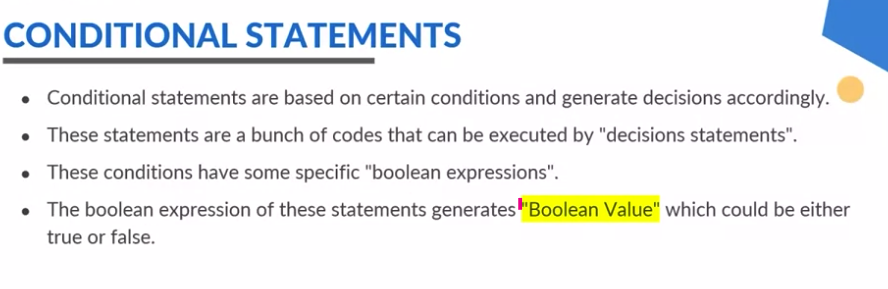
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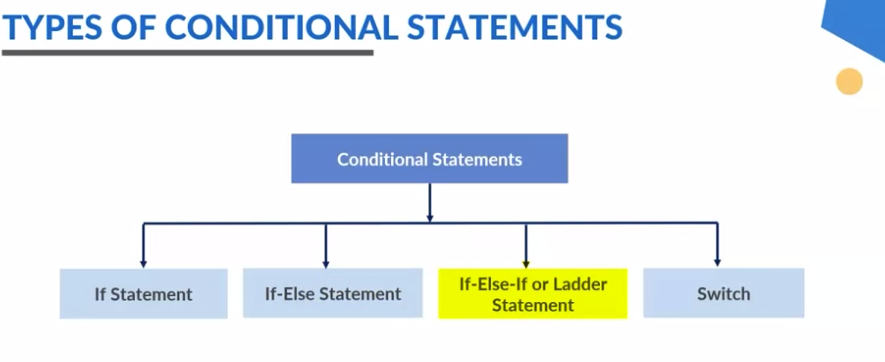
**Here is practice program:**

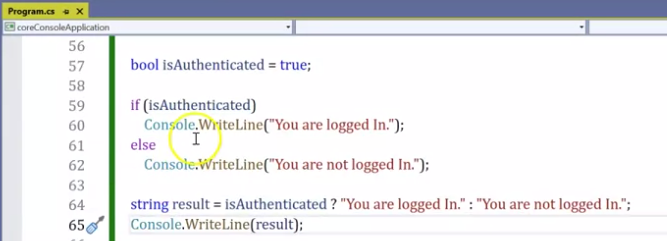
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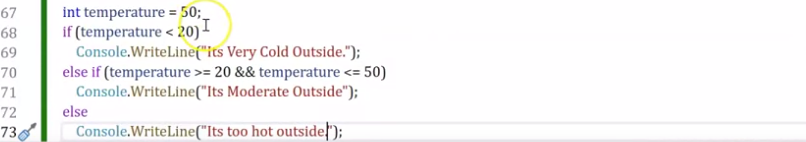
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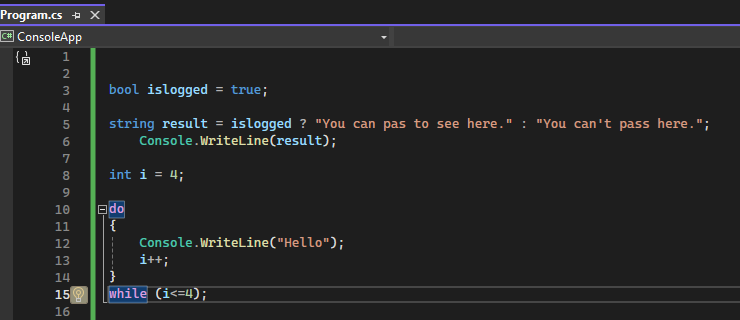
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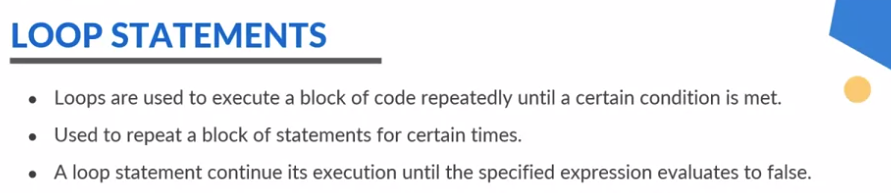
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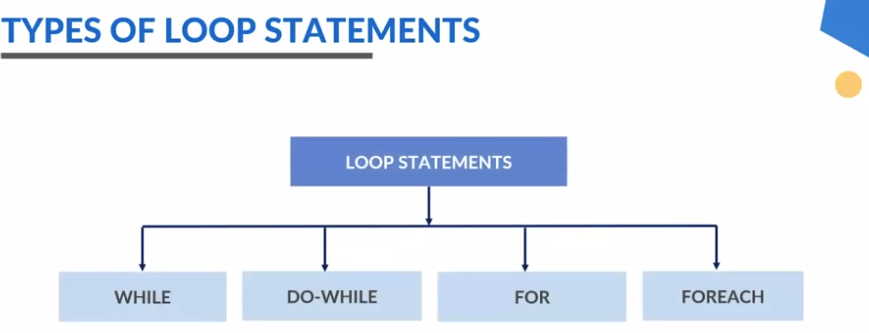
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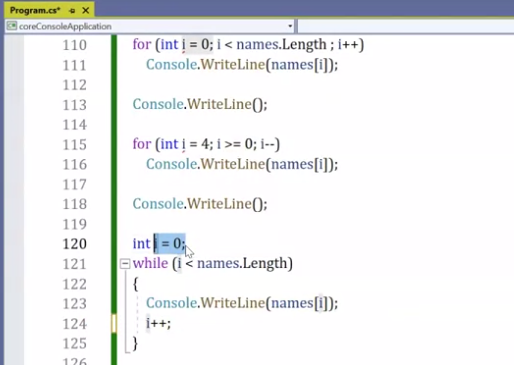
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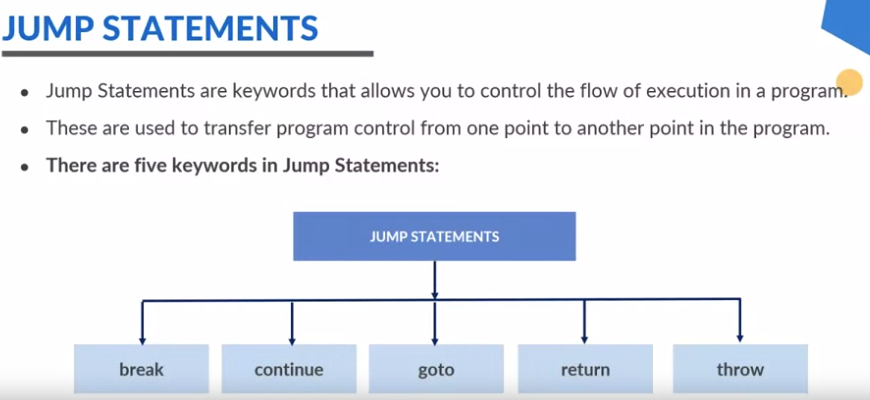
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**Break:** statement helps us to terminate the loop or statement in which it is present.

**Continue:** statement helps us to skip over the execution part of the loop on a certain condition.

**Goto:** statement is used to transfer the control to the label statement in the program.

**Return:** statement terminates the execution of the method and returns the control to the calling method

**Throw:** is used to create an object of any valid exception class with the help of new keyword manually.

