

ASSIGNMENT FOUR

A)Strings Assignment :

1. Write a program in C# to accept a word from the user and display the length of it.
2. Write a program in C# to accept a word from the user and display the reverse of it.
3. Write a program in C# to accept two words from user and find out if they are same.

Hint: Use functions of the string class

B) Inheritance :

1. Create a class called student which has data members like rollno, name, class, Semester, branch, int [] marks=new int marks [5](marks of 5 subjects)

-Pass the details of student like rollno, name, class, SEM,

branch in constructor -For marks write a method called

GetMarks() and give marks for all 5 subjects

-Write a method called displayresult, which should calculate the average marks

-If marks of any one subject is less than 35 print result as failed

-If marks of all subject is >35, but average is < 50 then also

print result as failed -If avg > 50 then print result as passed.

-Write a DisplayData() method to display all object members values.

C) Interface :

1. Create an Interface IStudent with StudentId, Name and Fees as Properties, void

ShowDetails() as its method. Create 2 classes Dayscholar and Resident

that implements the interface Properties and Methods. (Fees for day

scholar will be different from resident) resident student will also have accommodation fees

D) User Defined Exception :

1. You are working for ABC Bank Ltd. on the funds Transfer module. You need to handle the situation when the customer wishes to transfer more money than he has in his/her account.

CLASS ASSIGNMENT

1. Properties:

Create a Time Period Class that stores time period. Internally the class stores the time in seconds, but a property named Hours that enables the client to specify a time in Hours. The accessors for the Hours property should perform the conversion between hours and seconds.

2. Abstract Class:

A furniture manufacturing company, takes specifications from their customers and builds the furniture. The company wants to computerize the order processing system. They will accept values for the items like Chair, Bookshelf etc. You have to develop the hierarchy of these items.