

[illegible]

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

static void Main (string[] args)
{
    System.Console.WriteLine ("Hello world ");
    System.Console.ReadLine ();
}
```

Output :-

Hello world

Output :-

Enter Marks 1 : 80

Enter Marks 2 : 80

Total : 160

Result : Pass

Percentage : 80%

Grade : A

```
using System;
```

```
public class Program
```

```
{
```

```
    public static void main (String[] args)
```

```
    {
```

```
        int m1, m2, total;
```

```
        double per;
```

```
        String grade, result;
```

```
        Console.WriteLine ("Enter Marks 1 : ");
```

```
        m1 = Convert.ToInt32 (Console.ReadLine());
```

```
        Console.WriteLine ("Enter Marks 2 : ");
```

```
        m2 = Convert.ToInt32 (Console.ReadLine());
```

```
        total = m1 + m2;
```

```
        if (m1 >= 40 && m2 >= 40)
```

```
        {
```

```
            result = "PASS";
```

```
            per = Convert.ToDouble (total) / 2;
```

```
            if (per >= 70)
```

```
            {
```

```
                grade = "A";
```

```
            }
```

```
            else if (per >= 60)
```

```
            {
```

```
                grade = "B";
```

```
            }
```

```
else if (per >= 50)
```

```
{
```

```
    grade = "C";
```

```
}
```

```
else
```

```
{
```

```
    grade = "D";
```

```
}
```

```
else
```

```
{
```

```
    result = "FAIL";
```

```
    per = 0;
```

```
    grade = "F";
```

```
}
```

```
Console.WriteLine("Total : " + total);
```

```
Console.WriteLine("Result : " + result);
```

```
Console.WriteLine("Percentage : " + per);
```

```
Console.WriteLine("Grade : " + grade);
```

```
Console.ReadLine();
```

```
}
```

```
}
```

| File  | Format |
|---|--------|
| <div>New<br/>open<br/>Save<br/>Save AS<br/>Exit</div> |        |



```
using System;
```

```
using System.Windows.Forms;
```

```
namespace Notepad1
```

```
{
```

```
    public partial class Form1 : Form
```

```
    {
```

```
        string filename = "";
```

```
        string prevdata = "";
```

```
        public Form1()
```

```
        {
```

```
            InitializeComponent();
```

```
        }
```

```
        private void SaveData()
```

```
        {
```

```
            if (filename == String.Empty)
```

```
            {
```

```
                prevdata = richTextBox1.Text;
```

```
                SaveFileDialog SF = new SaveFileDialog();
```

```
                SF.Title = "Save File - Notepad";
```

```
                SF.FileName = "Text File 1.txt";
```

```
                SF.ShowDialog();
```

```
                if (SF.FileName != "")
```

```
                {
```

richTextBox1.SaveFile(SE.FileName);

FileName = SE.FileName;

}

else

{

richTextBox1.SaveFile(fileName);

}

}

Private void ClearData()

{

richTextBox1.Text = String.Empty;

filename = String.Empty;

prevData = String.Empty;

private void <sup>Save</sup>~~open~~ click(Sender, EventArgs e)

{

SaveData();

}

private void open\_click(Object Sender, EventArgs e)

{

if (filename == String.Empty)

{

prevData = richTextBox1.Text;

openFileDialog OF = new openFileDialog

OF.Title = "open File - Notepad";

OF.Filters = "Text File | \*.txt";



of.ShowFile Dialog ();

if (of.FileName != "")

{

richTextBox1.LoadFile (of.FileName);

filename = of.FileName;

}

else

{

richTextBox1.<sup>Save</sup>~~LoadFile~~(filename);

}

}

private void new\_Click(object sender, <sup>EventArgs</sup> e)

{

DialogResult DR = MessageBox.Show (" Do You  
want to Save ? ", " Notepad ", MessageBoxButtons

YesNo, MessageBoxIcon.Question);

if (DR == DialogResult.Yes)

{

SaveData ();

ClearData ();

}

else

{

clearData ();

}

```

if (CurrData != PrevData)
{
    richTextBox1.Savefile(filename);
    clearData();
    CurrData = string.Empty;
}
else
{
    clearData();
    CurrData = string.Empty;
}
}
}
}

```

```

private void saveAs_Click(object sender, EventArgs e)
{
    filename = string.Empty;
    SaveData();
}

```

```

private void exit_Click(object sender, EventArgs e)
{
    Application.Exit();
}

```

private void fontcolor - clickObject sender, args e)

ColorDialog CD = new ColorDialog();

CD.ShowDialog();

richTextBox1.ForeColor = CD.Color;

}

private void fonttool - clickObject sender, event args e)

{

FontDialog FD = new FontDialog();

FD.ShowDialog();

richTextBox1.<sup>Font</sup>~~ForeColor~~ = FD.Font;

}

}

}

UserName

Password

Login

Welcome

Home

## Login Page &amp; Home Page

```
using System;  
using System.Drawing;  
using System.Windows.Forms;  
using System.Data;  
using System.Data.Sql;  
using System.Data.SqlClient;
```

```
namespace Login & HomePage
```

```
{
```

```
    public partial class Login Page : Form
```

```
    {
```

```
        public Form1()
```

```
        {
```

```
            InitializeComponent();
```

```
        }
```

```
        private void BtnLogin_Click(object sender, EventArgs e)
```

```
        {
```

```
            if (txtunm.Text != "" && txtpwd.Text != "")
```

```
            {
```

```
                string selectQuery = "select * from login
```

```
                where username = " + txtunm.Text + "
```

```
                and password = " + txtpwd.Text + " ";
```

```
                SqlConnection con = new SqlConnection("
```

```
                data source = (localdb)\\MSSQLLOCALDB; Attach
```

```
                dbFile name = |Data Directory| \\DataLogin.Mdf;
```

```
                Integrated Security = true");
```



```
SqldataAdapter DA = new SqldataAdapter  
    (SelectQuery, Con);
```

```
Datatable DT = new Datatable
```

```
DA.Fill(DT);
```

```
if (DT.Rows.Count == 1)
```

```
{
```

```
    Homepage H = new Homepage();
```

```
    H.Show();
```

```
    this.Hide();
```

```
}
```

```
else
```

```
{
```

```
    MessageBox.Show("Invalid Username or  
Password ! " " login loginpage",
```

```
    MessageBoxButtons.OK, MessageBoxIcon.Warning);
```

```
    clear();
```

```
}
```

```
}
```

```
else
```

```
{
```

```
    MessageBox.Show("Please Enter value in All fields!"
```

```
    "loginpage", MessageBoxButtons.OK, MessageBoxIcon.Warning);
```

```
    clear();
```

```
}
```

```
private void clear() {
```

```
    txtunm.Text = txtpwd.Text = String.Empty;
```

```
    txtunm.Focus(); }
```



Username   
 User Age   
 User Course

| ID | Id | Nm          | Age | Course |
|----|----|-------------|-----|--------|
|    | 1  | Hitesh      | 20  | BcA    |
|    | 2  | Abhishek    | 21  | Bscit  |
|    | 3  | Mee-trasink | 20  | Bscit  |
|    | 4  | Devang      | 21  | Bscit  |
|    | 5  | Pasth       | 20  | Bscit  |

Connection File :- Connection.cs

```
using System;
```

```
using System.Data;
```

```
using System.Data.SqlClient;
```

```
using System.Data.SqlClient;
```

```
namespace Connection Crud & Navigation
```

```
{
```

```
    class Connection
```

```
    {
```

```
        public static SqlConnection con = new SqlConnection ("
```

```
            Data Source = (localDB)\\MSSQLLOCALDB; AttachDbFilename =  
            |DataDirectory|\\Database.mdf; Integrated Security = true");
```

```
        public static DataTable crud (string qtype, string tblnm, string  
            param1, string param2)
```

```
        {
```

```
            DataTable DT = new DataTable();
```

```
            SqlDataAdapter DA;
```

```
            if (qtype == "Insert")
```

```
            {
```

```
                string InsertQuery = "Insert into " + tblnm + "  
                values (" + param1 + ")";
```

```
                DA = new SqlDataAdapter (InsertQuery, con);
```

```
                DA.Fill(DT);
```

```
                return DT;
```

```
else if cqt4p == "select")  
{
```

```
String selectQuery = "Select * from " + tblnm ;
```

```
DA = new SqlDataAdapter(selectQuery, con);
```

```
DA.Fill(DT);
```

```
return DT;
```

```
}
```

```
else if cqt4p == "update")
```

```
{
```

```
String updateQuery = "Update " + tblnm + " Set " +  
param1 + " where id = '" + param2 + "'" ;
```

```
DA = new SqlDataAdapter(updateQuery, con);
```

```
DA.Fill(DT);
```

```
return DT;
```

```
}
```

```
elseif cqt4p == "Delete")
```

```
{
```

```
String deleteQuery = "Delete " + tblnm + " where id =  
'" + param1 + "'" ;
```

```
DA = new SqlDataAdapter(deleteQuery, con);
```

```
DA.Fill(DT);
```

```
return DT;
```

```
}
```

```
return DT;
```

```
}
```

Crud & Navigation File :- Crud.cs

using System;

using Windows; System.Windows.Forms;

using System.Drawing;

using System.Data;

using System.Data.Sql;

using System.Data.SqlClient;

{

namespace Crud & Navigation

{

public partial class Crud : Form

{ int Rp = 0, Tr = 0;

public ~~form~~ Crud() { InitializeComponent(); }

private void loaddata()

{

UseData.DataSource = Connection.Crud

("Select", "Crud", "");

Tr = Connection.Crud("Select", "Crud", "").Rows

.Count - 1;

}

Datatable DT = ("Select", "Crud", "");



```
private void clear()
{
```

```
txtDnm.Text = txtAge.Text = txtCov.Text = "";
txtDnm.Focus();
```

```
}
```

```
private void BtnEnable() {
```

```
    BtnU.Enabled = true;
```

```
    BtnD.Enabled = true;
```

```
    BtnI.Enabled = false; }
```

```
private void BtnDisable() {
```

```
    BtnU.Enabled = false;
```

```
    BtnD.Enabled = false;
```

```
    BtnI.Enabled = true; }
```

```
private void Navigate() {
```

```
    if (Tr >= 0)
```

```
    {
```

```
        txtDnm.Text = DT.Rows[RP][1].ToString();
```

```
        txtAge.Text = DT.Rows[RP][2].ToString();
```

```
        txtCov.Text = DT.Rows[RP][3].ToString();
```

```
    }
```

```
}
```

```
Private void Cmd_Load_Cobject_Sender, EventArgs e)
{
```

```
LoadData();
```

```
if (Connection.cmd ("Select", "Course", ".").Rows.Count > 0) {
```

```
CourseBox.DataSource =
```

```
Connection.cmd ("Select", "Course", ".").Rows[0][1].ToString();
```

```
}
```

```
CourseBox.DisplayMember = "Cou";
```

```
CourseBox.ValueMember = "Cou";
```

```
Clear();
```

```
}
```

```
Private void BtnI_Click (Object Sender, EventArgs e)
```

```
{
```

```
if (txtUnm.Text != "" && txtAge.Text != "" && txtCou.Text != "")
```

```
{
```

```
String insertQuery = txtUnm.Text + ", " + txtAge.Text + ", " + txtCou.Text + "
```

```
Connection.cmd ("Insert", "Cmd", insertQuery, "");
```

```
Clear();
```

```
LoadData();
```

```
BtnDisable();
```

```
}
```

```
else
```

```
{
```

```
MessageBox.Show ("Fill All fields!", "Cmd",
```

```
MessageBoxButtons.OK, MessageBoxIcon.Warning);
```

```
Clear();
```

```
}
```

```
}
```



```

private void UpdateBtn_Click(object sender, EventArgs e) {
    if (txtUnm.Text != "" && txtAge.Text != "" && txtCou.Text != "") {
        string P1 = "Nm=" + txtUnm.Text + ", Age=" + txtAge.
            Text + ", Course=" + txtCou.Text + "";
        string P2 = DT.Rows[RP][0].ToString();
        Connection.Crud("Update", "Cud", P1, P2);
        LoadData();
        Clear();
        BtnDisable();
    }
    else {
        MessageBox.Show("Fill All fields!", "Cud",
            MessageBoxButtons.OK, MessageBoxIcon.Warning);
    }
}

```

```

private void BtnD_Click(object sender, EventArgs e) {
    if (txtUnm.Text != "" && txtAge.Text != "" && txtCou.Text != "") {
        string P1 = DT.Rows[RP][0].ToString();
        Connection.Cud("Delete", "Cud", P1, "");
        LoadData();
        Clear();
        BtnDisable();
    }
    else {
        MessageBox.Show("Fill All fields!", "Cud",
            MessageBoxButtons.OK, MessageBoxIcon.Warning);
    }
}

```

```
private void BtnF_click(object sender, EventArgs e) {  
    if (CTR >= 0) {  
        Rp = 0;  
        Navigate();  
        BtnEnable(); } }  
}
```

```
private void BtnN_click(object sender, EventArgs e) {  
    if (CRp < +2) {  
        Rp++;  
        Navigate();  
        BtnEnable(); } }  
}
```

```
private void BtnP_click(object sender, EventArgs e) {  
    if (CRp > 0) {  
        Rp--;  
        Navigate();  
        BtnEnable(); } }  
}
```

```
private void BtnL_click(object sender, EventArgs e) {  
    if (CTR >= 0) {  
        Rp = +2;  
        Navigate();  
        BtnEnable(); } }  
}
```

1  
2 1  
3 2 1  
4 3 2 1  
5 4 3 2 1

```
using System;
```

```
namespace Pyramid
```

```
{
```

```
class Program
```

```
{
```

```
    static void main(String[] args)
```

```
    {
```

```
        for (int i = 1; i <= 5; i++)
```

```
        {
```

```
            for (int j = i; j >= 1; j--)
```

```
            {
```

```
                Console.Write(j);
```

```
            }
```

```
            Console.WriteLine();
```

```
        }
```

```
    }
```

```
}
```

```
}
```

Demo  
Data

```
using System;
```

```
namespace Static&Non-Static
```

```
{
```

```
    class Program
```

```
    {
```

```
        public static void Demo()
```

```
        {
```

```
            Console.WriteLine("Demo");
```

```
        }
```

```
        public void Data()
```

```
        {
```

```
            Console.WriteLine("Data");
```

```
        }
```

```
        static void main (string[] args)
```

```
        {
```

```
            Demo(); // Static Method
```

```
            Program P = new Program();
```

```
            P.Data(); // Non-Static Method.
```

```
            Console.ReadLine();
```

```
        }
```

```
    }
```

```
}
```



Sum of x and y is : 11

Sum of x and y is : 11.9

## Constructors overloading

```
using System;
```

```
namespace ConstructorsOverloading
```

```
{
```

```
    class Co
```

```
    {
```

```
        Co(int a, int b) {
```

```
            int x, y;
```

```
            x = a;
```

```
            y = b;
```

```
            Console.WriteLine("Sum of x and y is : " +  
                               (x+y)); }
```

```
        Co(double a, double b) {
```

```
            double x, y;
```

```
            x = a;
```

```
            y = b;
```

```
            Console.WriteLine("Sum of x and y is : " + (x+y)); }
```

```
    public static void main (String[] args)
```

```
    {
```

```
        Co p = new Co(5, 6);
```

```
        Co q = new Co(5.3, 6.6);
```

```
        Console.ReadLine();
```

```
    }
```

```
}
```

```
}
```

$$\text{Num1} = 8$$

$$\text{Num2} = -7$$

using System;

namespace OperatorOverloading

{

class opov {

int n1, n2;

public opov (int num1, int num2) {

~~num~~ n1 = num1;

n2 = num2; }

public static opov operator - (opov o)

{

o.n1 = -o.n1;

o.n2 = -o.n2;

return o;

}

public void Print () {

Console.WriteLine("Num1=" + n1 + " Num2=" + n2); }

}

class Show {

Static void Main (String[] args)

{

opov ov = new opov (8, 7);

ov = -ov;

ov.Print();

Console.ReadLine();

Teacher's Signature

40  
40

using System;

namespace : Refout

{

class Refout

{

class SY

{

public int Outparam Cout int a, out int b)

{

a=20;

b=20;

return a+b;

}

public int refparam cref int a, ref int b)

{

return a+b;

}

}

static void main (String s[])

{

int i=20;

int j=20;

SY s = new SY();



Console.WriteLine CS.outParam (out i, out j);

Console.WriteLine CS.refParam (ref i, ref j);

y Console.ReadLine;

y

y

y

Hello

## Sealed class

using System;

namespace Sealed {

Sealed class Class1 {

public void print () {

Console.WriteLine("Hello"); } }

class Program {

static void main (string[] args) {

Class1 C = new Class1();

C.print();

Console.Read(); } }

}

## abstract class

```
using System;
```

```
namespace : abstract  
{
```

```
    abstract class class1 {
```

```
        public abstract void print(); }
```

```
    class class2 : class1 {
```

```
        public override void print() {
```

```
            Console.WriteLine("Abstract"); } }
```

```
class Program {
```

```
    static void main (string[] args) {
```

```
        class2 c = new class2();
```

```
        c.print();
```

```
        Console.Read(); } }
```

2. 1. 2013

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II

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# Interface Inheritance

```
using System;
namespace : Interface Inheritance
{
    interface result {
        void grade();
    }
```

```
class II : result
{
    public void grade()
    {
        Console.WriteLine("F");
    }
}
```

```
internal class Program
{
    static void main (string s[])
    {
        II i = new II();
        i.grade();
        Console.ReadLine();
    }
}
```



# Creating and using Properties

using System;

namespace : Cup

{

class Result {

public string grade;

public string Grade

{

get { return grade; }

set { grade = value; }

}}

internal class Program

{

static void main (string[] args)

{

Result R = new Result();

R.Grade = "F";

Console.WriteLine (R.Grade);

Console.ReadLine();

}

}

}

A

## Creating and using Indexes

```
using System;  
namespace CUI  
{
```

```
    class Result  
    {
```

```
        public string[] grade = new string[5];  
        public string this[int i]  
        {
```

```
            get { return grade[i]; }  
            set { grade[i] = value; }  
        }
```

```
    }
```

```
}
```

```
}
```

```
internal class Program
```

```
{
```

```
    static unsafe void main (string s[])
```

```
    {
```

```
        Result R = new Result();
```

```
        R[0] = "A";
```

```
        Console.WriteLine(R[0]);
```

```
    }
```

```
}
```

```
}
```



150

```

using System;
namespace : EventDelegates
{
    internal class Program
    {
        public delegate void addnum(int a, int b);
        // public delegate void subnum(int a, int b);

        public void sum(int a, int b)
        {
            Console.WriteLine(a + b);
        }

        static void main(string[] args)
        {
            Program p = new Program();
            addnum del = new addnum(p, sum);
            del(100, 50);
            Console.ReadLine();
        }
    }
}

```