**Network Enable Technology(.net)**

**C#🡺**  
 is a programming language which is developed by Microsoft 2000. C# is fully oops language , which is a combination of some languages like c, c++ , java and VB

We can developed any kinds of application using c# , like wamp, desktop, mobile, games etc.

**Compiler**🡺 CSC (C Sharp Compiler)

.net 🡪 4.8  
 c#🡪 8.0  
 VS 🡪 2019  
 ASP.net 🡪 4.5  
**MVC**🡺 ASP.net core 🡪 3.0

**Code snippets🡪**  
 when we press tab key two times then code snippets is works.

EX 🡪

***Int a, b,c;***

***Console.WriteLIne(“Enter two number”);  
 a=Convert.TiInt32(Console.ReadLine());  
 b=Convert.TiInt32(Console.ReadLine());  
 c=a+b;  
 Console.WriteLine(c);***

***Console.Readline();***

**Data Types 🡺**

1. **Premetive🡺**
   * 1. Build In🡪
        1. byte
        2. sbyte
        3. short
        4. ushort
        5. int
        6. uint
        7. long
        8. ulong
        9. float
        10. double
        11. decimal
        12. char
        13. bool
     2. user define🡪
        1. Struct(Structured)
        2. )Enum
2. **Non –Premetive🡺**
   1. BuldIn🡪
      1. string
      2. object
   2. User Define🡪
      1. Class
      2. Array
      3. Interface

**Oprators in C# 🡺**

Assignment operators =  
 Arithmetic operators +, -, \*, /, %  
 Comparison operators ==,!=, >, >=, <, <=  
 Conditional operators &&  
 Ternary operators ?:  
 Null Coalescing operators ??

**Ex-**

Consol.WriteLine(“Enter a number”);

Int n = Convert.ToInt32(Console.Readline());

If(n%2==0)

{ Console.WriteLine(“Even”);

}

Else{ Console.WriteLine(“Odd”);

}

**OR**

Consol.WriteLine(“Enter a number”);

Int n = Convert.ToInt32(Console.Readline());

String k= (n%2==0)?”Even”:”Odd”;

Console.WriteLine(k);

**Note🡪**

**Class is the blue print of the resources.**

**Real word intities is the Object. }}**

Ex 🡪 int n=null;

Int k = n ?? 0;

Console.WriteLine(k);

Or 🡪

If(n==null)

{ Console.WriteLine(0); }

Else{Console.WriteLine(n);}

**Inheritance🡺**

Class{

}

Class BBAU

{

Public string Name;

Public string Address;

public void print()

{

Console.WriteLine(“Stun=dent Name is – {0} and Address {1}”, Name, Address);

}

}

Class BBD:BBAU{}

Note 🡺

C# doesn’t support multiple inheritance .

**Polymorphism🡺**

Overriding 🡪 Method Definitaion Change

Overloading 🡪 signature change

**Constructor🡺**

arespecial type of method which can be called when we create an object of a class. It’s name and class name should be same. Constructor don’t have any written type and we can create multiple constructor for one class.

**Generic c#🡪**

Allow is to decouple any classes and method from the data type,

**Partial classes in c#**🡪

Partial classes allow is to sprit a class into two or more physical file , and these files are merge together when we invoke (call) them.

### Execption🡪What is an Exception?

Ans:- Exceptions are a type of error that occurs during the execution of an application. Errors are typically problems that are not expected. Whereas, **exceptions are expected to happen** within the application’s code for various reasons.

Applications use exception handling logic to explicitly handle the exceptions when they happen.  Exceptions can occur for a wide variety of reasons. From the infamous NullReferenceException to a database query timeout.

\*C# exception handling is done with the follow keywords: try, catch, finally, and throw.

Are unforseen error which is occur when program is exuting.

**Conversion in C3 🡪**

In C3 there are two type if conversion –

Implecite

Explecite🡪 cast operator & convert class

Cast vs convert🡪

1. If conversion is not possible then cast operator source minimum value of the data type on the other hand convert class source and exception along with an error message.
2. Convert class give us wrong of value.

**Access modifier and specifiers in c#**

Tells the scope of the resources, where are 5 type the

Private 🡪 only with in the containing classes

Public 🡪any where no restrictions

Protected 🡪 with in the containing types and types derived from the containing type

Internal 🡪 Anywhere with in the containing assembly

Protected Internal 🡪 anywhere with in the containing assembly and from within a derived class in any other assembly.

access specifiers can the behavior of the resources , there are many keyword that like**🡪 partial , virtual, static , new etc**.

**Attributes in C# 🡪**

Attributes contains any declarative information about classes method etc.  
Attributes keywords wrap / write in the Big brackets “[]” , and this information reflected when we use it.

**Properties in C# 🡺**

If we make an field as public then we do not have any control on it, and if we want to assign what we will get and what will we set to the field then we use properties ,  
which is use in C# 4.0.

**HTML**

Is a client side mark up language , which is use to create structure of the web page ,

HTML stand for Hyper Text Markup Language , and it is introduced in 1991. In html all the code wrap b/t ‘<>’.

**Attribute vs Property 🡪**

Attributes value define by html while Property values decide by Dom (User).

We can not change the value acceptedly of the attribute, but we can change the value of property.

**Video 🡪** src 🡪 source input

Controls 🡪 for play

autoplay 🡪 for auto play

muted 🡪 muted

loop 🡪 repeat

**iframe 🡪** use for import other page into current window on the page.

In YouTube player , choose any video and choose option **‘Copy Embed Code’**. And paste into iframe attribute.

**details 🡪** summary 🡪 for show toggle

**progress 🡪** max=”” value=””

**meter 🡪** max value

bold tag = strong tag

italic tag= em tag’

**figure 🡪** img

figconfigure

**CSS**

Is stands for cascading style sheet, css provide styling in organize way , we can use three type of css.

1. Inline 🡪 style(attribute)
2. External 🡪 style (tag) , called by three
   * + - 1. By tag name
         2. By id
         3. By class
3. Internal 🡪

**Bootstrap 🡺**

**1. Grid System🡪**

Extra large Device 🡪 **col-xl-12**

Large Device 🡪 **col-lg-12**

Medium Device 🡪 **col-md-12**

Small Devide 🡪 **col-sm-12**

🡪 **col-12**

**2. Table Class🡪**

table

table-bordered

table-hover

**6. Card Layout 🡪**

card

card-header

card-body

card-footer

img-fluid

card-img-overlay

**7. Button Class**

Btn

Btn-color

Btn-outline-color

Btn-lg,sm,block

**8.**

fa fa-bulhorn

fa fa-paper-plane

**Java Script tag🡪**

1. prompt

Alert

Confirm

Print

Window.open

Decoment.getElementById