No 1.

The evolution of the .NET Framework and C# is a fascinating and complex story. At the beginning, the .NET Framework was designed as a cross-platform development framework. Over time, the .NET Framework evolved into a programming language that is now widely used for developing a variety of software, from desktop applications to web services. The evolution of C# is closely tied to the evolution of the .NET Framework. C# was originally developed as the flagship language for the .NET Framework, and it has evolved over time to become a popular and powerful object-oriented language. It is now used in a wide range of applications.

No 2

Mono is an open-source implementation of the .NET Framework. It allows developers to run .NET applications on other operating systems, like Linux and macOS.

Xamarin is a toolkit that allows developers to create cross-platform mobile applications using C#.

COM, or Component Object Model, is a technology that allows developers to create reusable components that can be used in multiple applications.

.NET Core is an open-source and cross-platform version of the .NET Framework.

Unity C# is a game engine that uses C# as its scripting language.

REST, or Representational State Transfer, is an architectural style that Is used to design web services. REST uses HTTP as the communication protocol and JSON as the data format. This allows developers to create web services that are easy to use and maintain.

No 3.

The CLR, or Common Language Runtime, is the engine that powers the .NET Framework. It provides three key functions: memory management, thread management, and exception handling.

The CLR’s memory management system makes sure that memory is used efficiently and garbage collected when no longer needed.

Its thread management system allows multiple tasks to be executed concurrently.

Finally, its exception handling system catches errors And provides a way to handle them gracefully. In short, the CLR makes it easy to write reliable, efficient code.