Day 17 Assignment
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1.Research and write what is assembly in C#

- An assembly is a basic building of .Net Framework applications.
- It is a collection of types and resources that are built to work together and form a logical unit of functionality.
- An assembly can be a dll or exe depending upon the project that we choose.

2. In a tabular format write the access modifiers and explain
(as I did in the class, create two assemblies with 3 classes in first assembly, 2 classes in other assembly).

Code:

TriveniAnumoluLibrary:

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

namespace TriveniAnumoluLibrary
{
   public class BaseClass
   {
      public int a;
      private int b;
      protected int c;
      internal int d;
      protected internal int e;
      public  void ReadBaseClass()
      {
         a = 1;
```

```
            b = 2;
            c = 3;
            d = 4;
            e = 5;
        }
    }
    public class DerivedClass:BaseClass
    {
        public void ReadDerivedClass()
        {
            a = 1;
            b = 2;
            c = 3;
            d = 4;
            e = 5;
        }
    }
    public class OtherClass
    {
        public void ReadOtherClass()
        {
            BaseClass bc = new BaseClass();
            bc.a = 1;
            bc.b = 2;
            bc.c = 3;
            bc.d = 4;
            bc.e = 5;
        }
    }

}
```

PublicLibrary:

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

```
namespace PublicLibrary
{
   public class PublicBaseClass:BaseClass
   {
      public void ReadClass()
         {
            a = 1;
            b = 2;
            c = 3;
            d = 4;
            e = 5;
         }

   }
   public class Other
   {

      public void ReadData()
      {
         BaseClass bc = new BaseClass();
         bc.a = 1;
         bc.b = 2;
         bc.c = 3;
         bc.d = 4;
         bc.e = 5;
      }
   }
}
```

		Within Assembly		Other Assembly	
	Within Class	Derived Class	Other Class	Derived Class	Other Class
public	Yes	Yes	Yes	Yes	Yes
private	Yes	No	No	No	No
protected	Yes	Yes	No	Yes	No
internal	Yes	Yes	Yes	No	No

protected internal	Yes	Yes	Yes	Yes	No