

1. Non-generic Collections:-

A collection is a class helps us to create growable array. i.e size not fixed. and which is of type `IEnumerable`.
e.g:- `ArrayList`, `Hashtable`, `Stack`, `Queue`.

2. Generic Collection:-

This strongly-typed collection.
e.g:- `List<>`, `Dictionary<>`, `Stack<>`, `Queue<>`

★ Generic types gets definition at compile time.

★ Generic types:- class / methods / Delegates
collections / properties

public void methodA (T1 p, T2 q, Out
bool result)

result =

{

if (p > q)
{
return True;
}
else
{

~~return~~ False;
}
result =

}

✓ ✓ Greater than (num \Rightarrow num > 10 ;

True / false .

✓ public delegate bool DelName (int x);

↑
T/f

x > 10

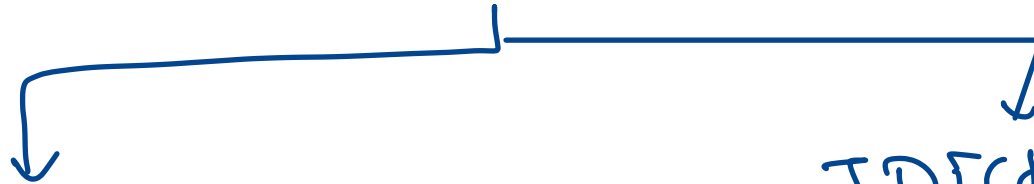
IEnumerable



IEnumerable<T>



ICollection<T>



IList<T>

IDictionary<TK,TV>

e.g. Dictionary<Tkey,
Tvalue>

e.g.:- class List<>
class Stack<>

System.Collections.
Generic;

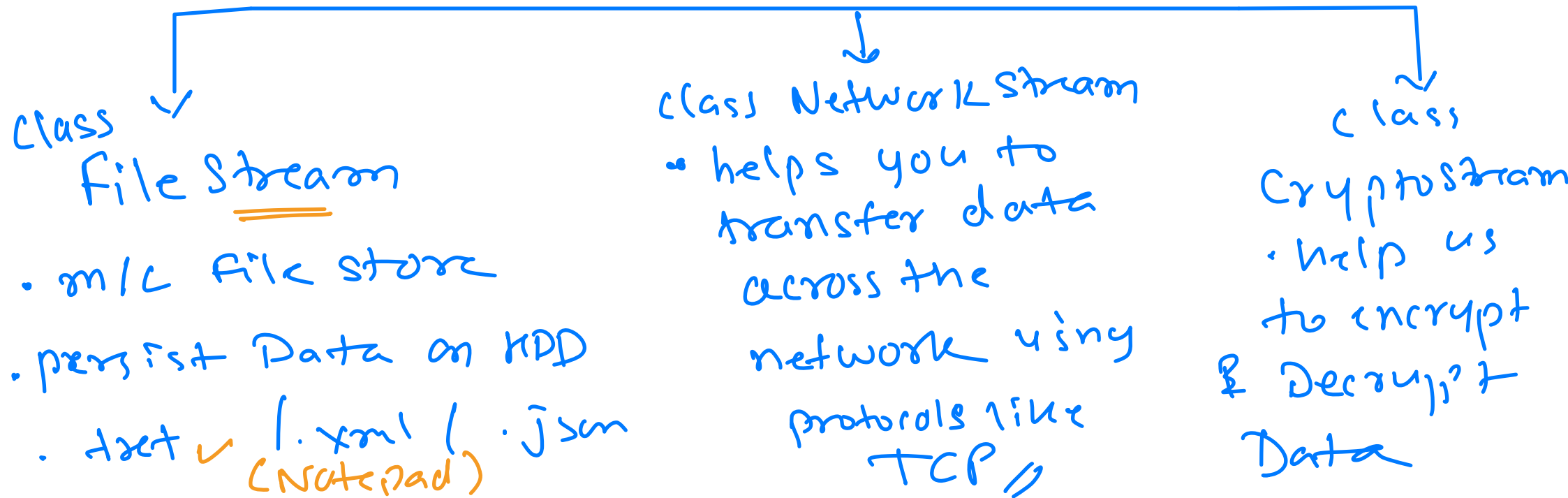
File I/O and Serialization :-

System. IO

Abstract class Stream (.Net)

What is a Stream?

→ it's a channel thru which data flows.



Hibernate :- storing memory dump on HDD
persisting

↓
[all currently running
application objects]

Serialization :- Converting one form of
object into another form,
so that, we can transfer
this complex object data
from one stream to another,
from one appl.ⁿ to another appl.ⁿ
OR we can persist it on HDD.

1. Binary Serialization :- microsoft's own system
2. XML Serialization ✓
3. JSON Serialization ✓
4. SOAP Serialization. ✗
+
Simple
Object
Access
protocol.

4 XML +
HTTP
protocol

< ? xml ! >

< Emp ~~obj = "emp"~~ >

< emp ! >

< Id > 1 < / Id >

< Name > Hugh Jackman < / Name >

< Address > New York < / Address >

< emp ! >

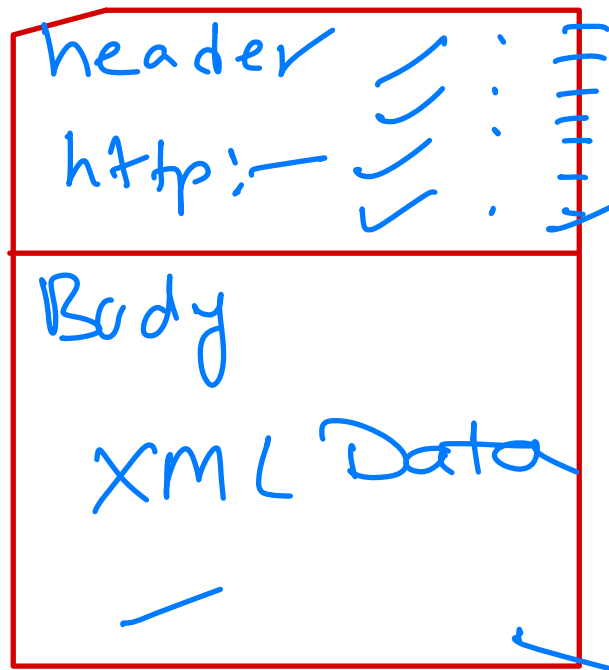
< / Emp >

< Book >

< book >

SOAP :- Simple Object Access
Protocol.

HTTP Packet



http:- Get / Post / Put / Delete

SOAP Packet