Section 4: C# Object Oriented Programming - Basics

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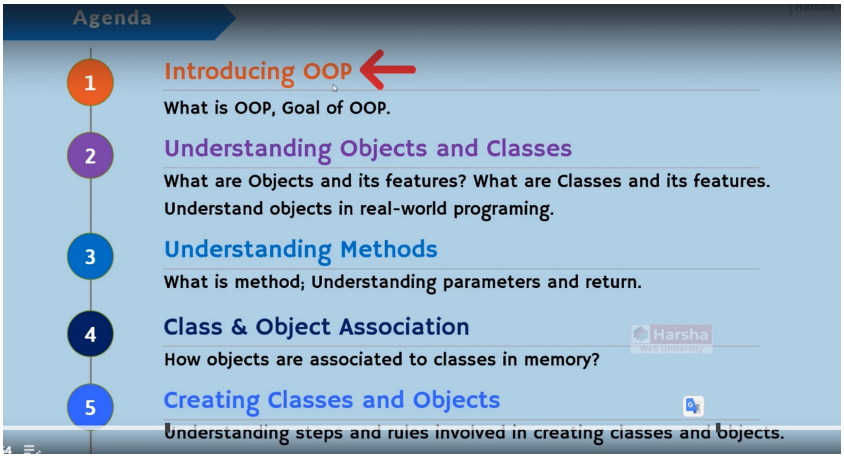
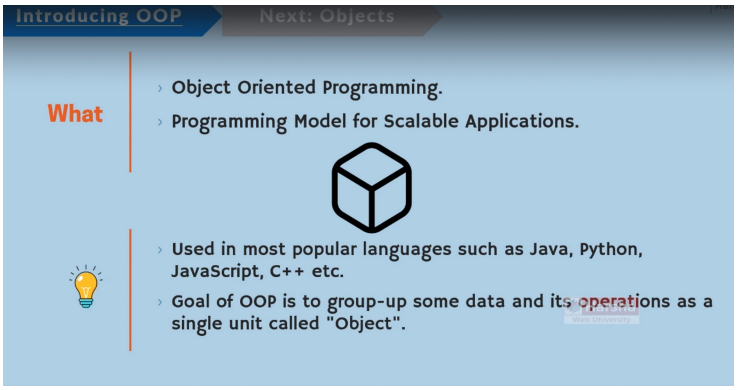
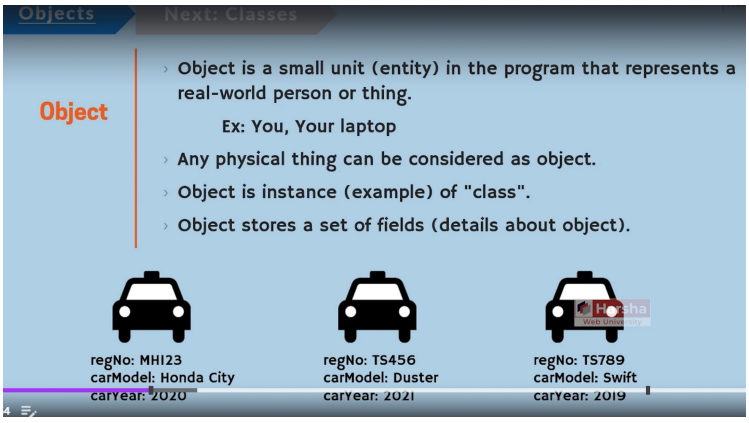
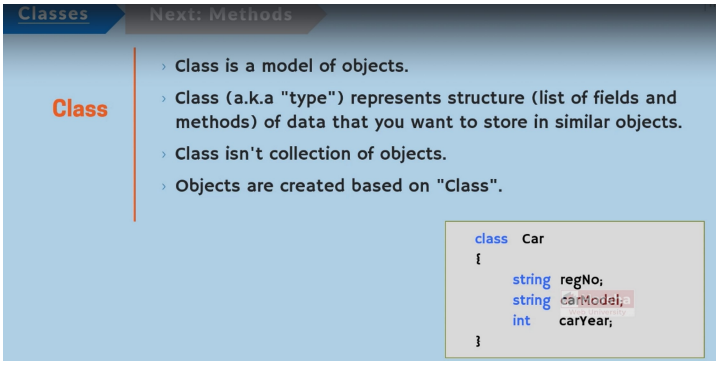
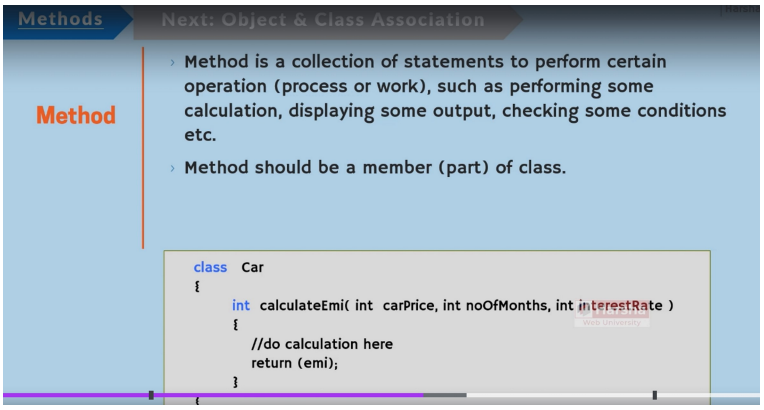


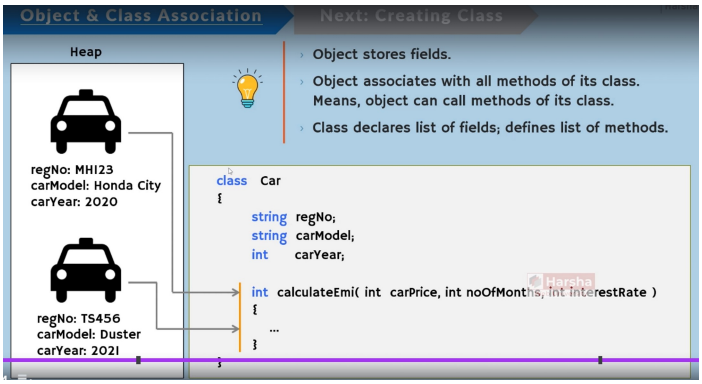


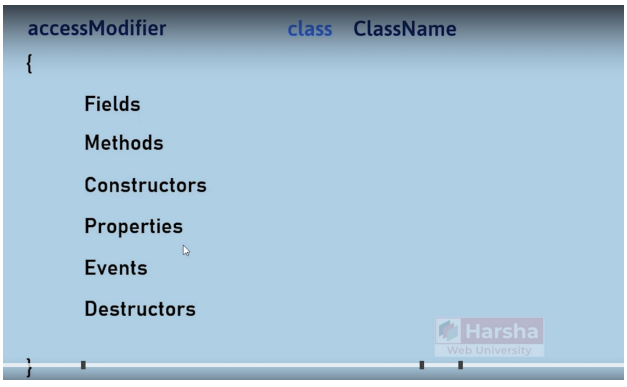


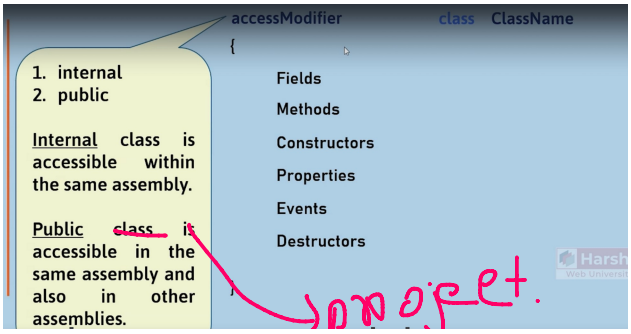


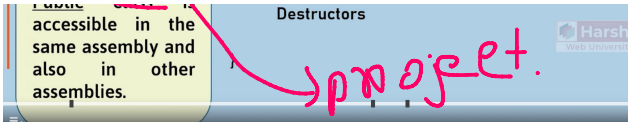


Object does not store methods. It just store fields. Objects are associated to the class's methods.









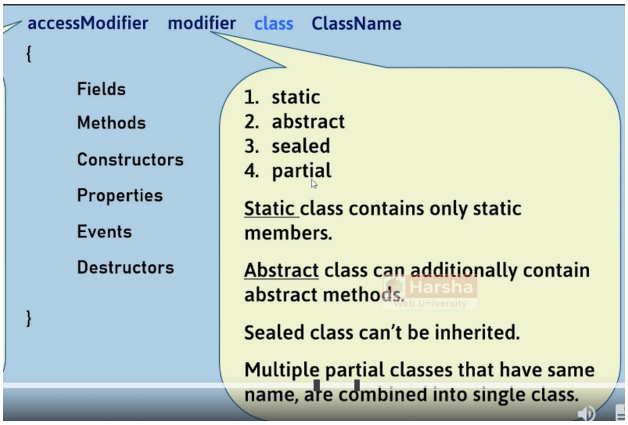
An Assembly is a project.
A solution is a collection of Projects.

The Compiled Source Code of a project is called as Assembly.

You created a console application with a set of files, all the code that is present in all the files of the console application will be compiled as an 'exe' file.

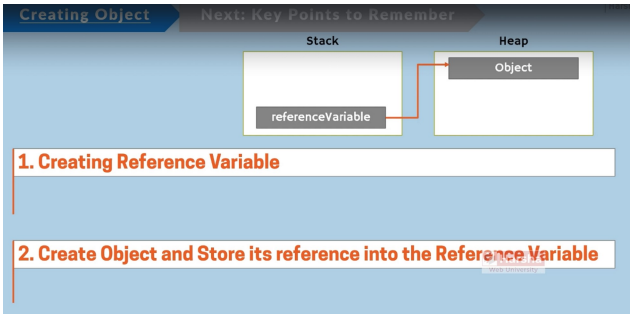
But in case of 'Class Library' type of project, all the files are compiled into a 'dll' file. So these 'exe' or 'dll' files are called as Assembly because they contain the compiled source code of the project in the form of 'Intermediate Level Language Code'.

The Default Access modifier is Internal.

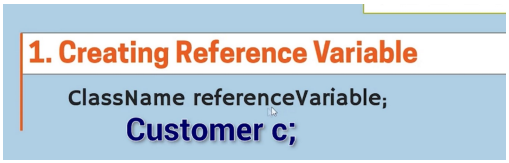


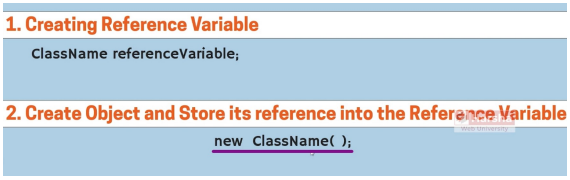
Fields: **The fields are used to store the details about the object.]**
Methods: Methods are used to manipulated.
Constructor: are used to initialize the fields.
Properties: are used to set or get the values into the private fields.
Events: are used to raise the notification to other classes.
Destructors: are used to clear unmanaged resources.

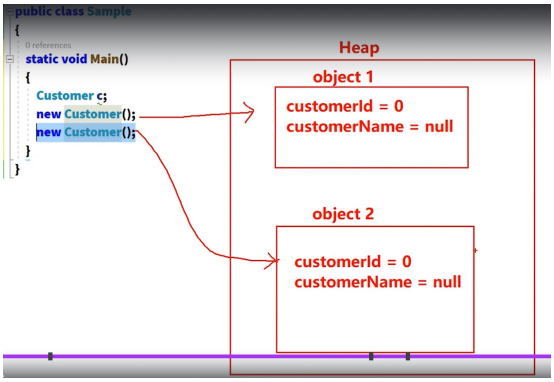
The 'Class Library' is a collection of classes that will be compiled as a 'dll' (Dynamic Link Library) file



Objects are by default nameless. Object is a collection of fields that is inside in the heap.







Class is a model of Object.
Fields is a individual detail about the Object.
Reference variables are used to store the reference of object.
All the objects are stored inside heap only.
Reference variables are local variables.