1 C#

1.1 Generics

The type constraints for the first version of <code>GreaterCount</code>, it constraints the type T to be implementing the <code>IComparable</code> interface, ensuring that items of type T can be compared between themselves. The generic type U is not having any constraints applied to it, but it is neither used in this case.

Additionally, the item object type needs to be implementing IEnumerable with the generic type T provided.

The type constraints for the second version of <code>GreaterCount</code>, we achieve the same result as the above answer, but through transitivity where the constraints are that <code>T</code> is of same type of <code>U</code> and type <code>U</code> implements the <code>IComparable</code> type with type <code>U</code>. This is only accepted if the <code>IComparable</code> interface allows for implementations for the type <code>U</code>.

2 Software Engineering

- 2.1 Exercise 1
- 2.2 Exercise 2
- 2.3 Exercise 3
- 2.4 Exercise 4
- 2.5 Exercise 5
- 2.6 Exercise 6