EAD Home Task#4

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Name Space

```
using System;
using FSpace;
using SSpace;
/// <summary>
/// Summary description for Class1
/// </summary>
    namespace FSpace
    1 reference
    public class abc
        1 reference
        public void Show()
            Console.WriteLine("From First Name Space");
}
namespace SSpace
      1 reference
      public class xyz
          1 reference
          public void Show()
               Console.WriteLine("From Second Name Space");
 0 references
class Test {
     0 references
     static void Main(String[] args)
          abc v = new abc();
          xyz w = new xyz();
          v.Show();
          w.Show();
          Console.ReadKey();
```

Output

Nested Name Space(1)

```
]using System;
using FirstSpace;
using FirstSpace.SecondSpace;
]/// <summary>
/// Summary description for Class1
/// </summary>
namespace FirstSpace
{
    1 reference
    public class abc
         1 reference
         public void Show()
             Console.WriteLine("From First Name Space");
    namespace SecondSpace
         1 reference
         public class xyz
             1 reference
             public void Show()
                 Console.WriteLine("From Second Name Space");
```

```
Oreferences
class Test1
{
    Oreferences
    static void Main(String[] args)
    {
        abc v = new abc();
        xyz w = new xyz();
        v.Show();
        v.Show();
        w.Show();
        Console.ReadKey();
    }
}

Incomplete the content of th
```

Nested Name Space(2)

```
]namespace FirstSpace.SecondSpace
{
     1 reference
     public class xyz
         1 reference
         public void Show()
             Console.WriteLine("From Second Name Space");
0 references
]class Test1
    0 references
     static void Main(String[] args)
         abc v = new abc();
         xyz w = new xyz();
         v.Show();
         w.Show();
         Console.ReadKey();
```

```
C:\Users\Tayyab\source\repos\Project2\Project2\bin\Debug\Project2.exe

From First Name Space
From Second Name Space
```

Boxing and Unboxing

```
using System;
namespace Boxing
-{
     O references
     class BnU
         static void Main(string[] args)
             //Boxing
              int a = 234;
object o = a;
              a = 6;
              //UNboxing
              int c = (int)o;
              Console.WriteLine("Value of a is " + a);
Console.WriteLine("Value of O is " + o + " , C is "+c);
              //COnvert STring to int
              Console.WriteLine("Enter A number:");
              int z =Convert.ToInt32(Console.ReadLine());
              Console.WriteLine("you antered : "+z);
              Console.ReadKey();
}
```

```
F\EAD\Lec4_Code\Lec4_Code\ConsoleApplication2\ConsoleApplication2\bin\Debug\ConsoleApplication2.exe — 

Value of a is 6
Value of 0 is 234 , C is 234
Enter A number:
123222
you antered : 123222
```