

A dark blue vertical bar runs along the left edge of the page. A blue arrow points to the right from this bar, containing the date.

2/7/2022

DAY 11 ASSIGNMENTS

OOPS CONCEPTS

Several thin, curved lines in shades of blue and grey originate from the bottom left corner and sweep upwards and to the right.

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NATIONSBENEFITS HEALTHCARE TECHNOLOGIES

1. Research and write the difference between abstract class and interface in C#.

DIFFERENCE BETWEEN ABSTRACT CLASS AND INTERFACE

ABSTRACT CLASS	INTERFACE
An abstract class does not provide full abstraction.	Interface does support full abstraction.
Abstract class does not support multiple inheritance.	Interface support multiple inheritance.
Abstract class contain constructor.	Interface does not contain constructor.
It can contain static members.	It does not contain static members.
Abstract class contain different types of access modifiers like public, private, protected etc.	Interface only contains public access modifiers because everything in interface is public.
A class can only use one abstract class.	A class can use multiple interfaces.
Abstract class acts like a template.	Interface acts like a contract.

2. Write the 6 points about interface discussed in the class.

INTERFACES

- Interface is a pure abstract class.
- Interface name should start with I.
- Interface acts like a contract.
- By default, the methods in interface are public and abstract.
- Any class that is implementing interface must override all the methods.
- Interface supports multiple inheritance.

3. Write example program for interfaces discussed in the class
IShape
include the classes
Circle, Square, Triangle, Rectangle

Code:

```
interface IShape
{
    int CalPerimeter();
    int CalArea();
}
class Circle : IShape
{
    int radius;
    /// <summary>
    /// Reading radius
    /// </summary>
    public void ReadRadius()
    {
        Console.WriteLine("Enter Radius of the Circle: ");
        radius = Convert.ToInt32(Console.ReadLine());
    }
    /// <summary>
    /// Calculating Area
    /// </summary>
    /// <returns>Area</returns>
    public int CalArea()
    {
        Console.WriteLine("Area of the circle : ");
        return 22 * radius * radius / 7;
    }
    /// <summary>
    /// calculating perimeter
    /// </summary>
    /// <returns>perimeter</returns>
    public int CalPerimeter()
    {
        Console.WriteLine("Perimeter of the circle : ");
        return 2 * 22 * radius / 7;
    }
}
class Square : IShape
{
    int side;
    /// <summary>
    /// Reading side of Square
    /// </summary>
    public void ReadSide()
    {
        Console.WriteLine("Enter side of the square:");
        side = Convert.ToInt32(Console.ReadLine());
    }
    public int CalArea()
    {
        Console.WriteLine("Area of the Square : ");
        return side * side;
    }
    public int CalPerimeter()
```

```

        {
            Console.WriteLine("Perimeter of the Square : ");
            return 4 * side;
        }
    }
}
class Rectangle : IShape
{
    int length;
    int breath;
    /// <summary>
    /// Reading length and breath of rectangle
    /// </summary>
    public void ReadRectangle()
    {
        Console.WriteLine("Enter the length of the Rectangle:");
        length = Convert.ToInt32(Console.ReadLine());
        Console.WriteLine("Enter the breath of the Rectangle:");
        breath = Convert.ToInt32(Console.ReadLine());
    }

    public int CalArea()
    {
        Console.WriteLine("Area of the Rectangle : ");
        return length * breath;
    }

    public int CalPerimeter()
    {
        Console.WriteLine("Perimeter of the Reactangle : ");
        return 2 * (length + breath);
    }
}
class Traingle : IShape
{
    int b;
    int height;
    int c;
    /// <summary>
    /// reading sides of triangle
    /// </summary>
    public void ReadTriangle()
    {
        Console.WriteLine("Enter the Base of the Triangle: ");
        b= Convert.ToInt32(Console.ReadLine());
        Console.WriteLine("Enter the Height of the Triangle: ");
        height = Convert.ToInt32(Console.ReadLine());
        Console.WriteLine("Enter the Third side of the Trainglr: ");
        c = Convert.ToInt32(Console.ReadLine());
    }

    public int CalArea()
    {
        Console.WriteLine("Area of the Triangle : ");
        return b * height / 2;
    }

    public int CalPerimeter()
    {
        Console.WriteLine("Perimeter of the Traingle : ");
        return b + height + c;
    }
}

internal class Program

```

```

{
    static void Main(string[] args)
    {
        Circle c = new Circle();
        c.ReadRadius();
        Console.WriteLine(c.CalArea());
        Console.WriteLine(c.CalPerimeter());
        Console.WriteLine();
        Square s = new Square();
        s.ReadSide();
        Console.WriteLine(s.CalArea());
        Console.WriteLine(s.CalPerimeter());
        Console.WriteLine();
        Rectangle r = new Rectangle();
        r.ReadRectangle();
        Console.WriteLine(r.CalArea());
        Console.WriteLine(r.CalPerimeter());
        Console.WriteLine();
        Traingle t = new Traingle();
        t.ReadTriangle();
        Console.WriteLine(t.CalArea());
        Console.WriteLine(t.CalPerimeter());

        Console.ReadLine();
    }
}

```

Output:

Select D:\assignments\Interfaces\Interfaces\bin\Debug\Interfaces.exe

```

Enter Radius of the Circle:
5
Area of the circle : 78
Perimeter of the circle : 31

Enter side of the square:
8
Area of the Square : 64
Perimeter of the Square : 32

Enter the length of the Rectangle:
4
Enter the breath of the Rectangle:
6
Area of the Rectangle : 24
Perimeter of the Reactangle : 20

Enter the Base of the Triangle:
7
Enter the Height of the Triangle:
8
Enter the Third side of the Trainglr:
5
Area of the Triangle : 28
Perimeter of the Traingle :
20

```

4. Write the 7 points discussed about properties.

PROPERTIES

- Properties are almost same as class variables with get; and set;.
- A property with only get _____ is read-only.
- A property with only set _____ is write-only.
- A property with get and set ➡ you can read value and assign value.
- Properties are introduced to access the private variable.
- Properties name starts with uppercase.
- Example:

```
class Employee
{
    public int id;
    public string name;
    public string designation;
    public int salary;

    public int Id
    {
        get
        {
            return id;
        }
        set
        {
            id = value;
        }
    }
}
```

5. Write sample code to illustrate properties as discussed in class.

```
id
name
designation
salary

id-get, set
name-get, set
designation-set (writeonly)
salary-get (get with some functionality)
```

Code:


```
class Employee
{
    public int id;
    public string name;
    public string designation;
    public int salary;
    /// <summary>
    /// Properties of Id
    /// </summary>
    public int Id
    {
        get
        {
            return id;
        }
        set
        {
            id = value;
        }
    }
    /// <summary>
    /// properties of Name
    /// </summary>
    public string Name
    {
        get
        {
            return name;
        }
        set
        {
            name = value;
        }
    }
    /// <summary>
    /// properties of Designation
    /// </summary>
    public string Designation
    {
        set
        {
            designation = value;
        }
    }
    /// <summary>
```

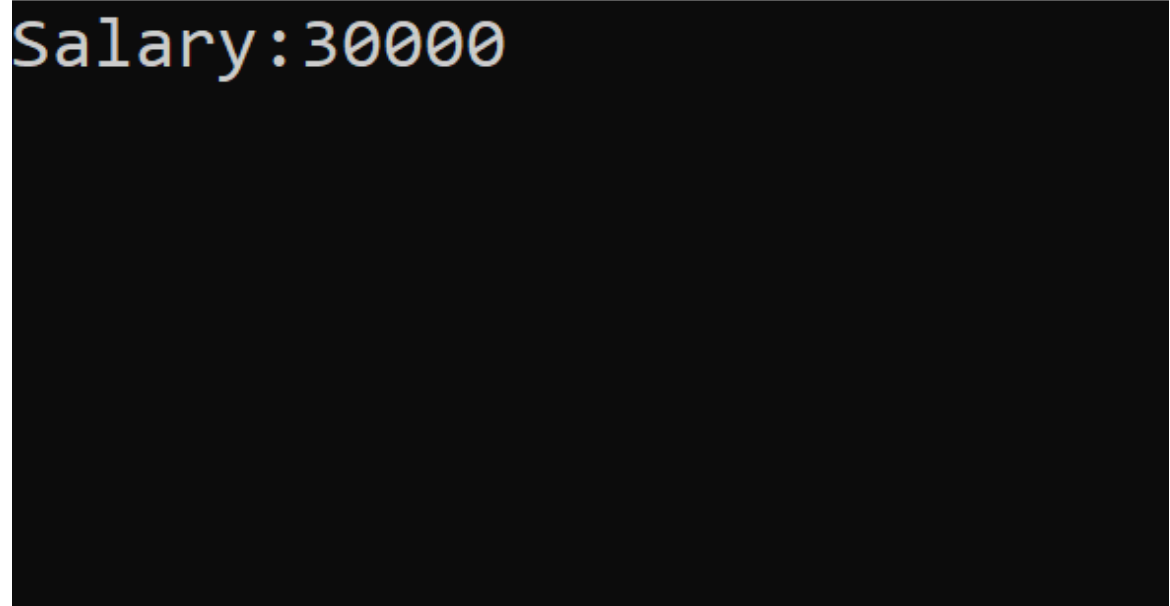
```
/// Properties of salary
/// </summary>
public int Salary
{
    get
    {
        salary = (designation == "S") ? 30000 : 60000;
        return salary;
    }
}

internal class Program
{
    static void Main(string[] args)
    {
        Employee emp = new Employee();
        emp.Designation = "S";
        Console.WriteLine($"Salary:{emp.Salary}");

        Console.ReadLine();
    }
}
```

Output:

 D:\assignments\Properties\Properties\bin\Debug\Properties.exe



Salary:30000

6. Create a class Employee with only properties.

Code:

```
class Employee
{
    public int Id
    {
        get
        {
            return Id;
        }
        set
        {
            Id = value;
        }
    }

    public string Name
    {
        get
        {
            return Name;
        }
        set
        {
            Name = value;
        }
    }

    public string Designation
    {
        get
        {
            return Designation;
        }
        set
        {
            Designation = value;
        }
    }

    public int Salary
    {
        get
        {
            return Salary;
        }
        set
        {
            Salary = value;
        }
    }
}

internal class Program
{
    static void Main(string[] args)
    {
        Employee empl = new Employee();
        Console.ReadLine();
    }
}
```

7. Create Mathematics class and add 3 static methods and call the methods in main method.

Code:

```
class Mathematics
{
    public static int Add(int a,int b)
    {
        Console.Write("Sum of two numbers : ");
        return a + b;
    }
    public static int Sub(int a, int b)
    {
        Console.Write("Subtraction of two numbers : ");
        return a - b;
    }
    public static int Mul(int a, int b)
    {
        Console.Write("Multiply of two numbers : ");
        return a * b;
    }
}
internal class Program
{
    static void Main(string[] args)
    {
        Console.WriteLine(Mathematics.Add(6,4));
        Console.WriteLine(Mathematics.Sub(8,4));
        Console.WriteLine(Mathematics.Mul(3,8));

        Console.ReadLine();
    }
}
```

Output:

D:\assignments\Mathematics class with static methods\Mathematics class with static methods\bin\Debug\Mathematics class with static methods.exe

```
Sum of two numbers : 10
Subtraction of two numbers : 4
Multiply of two numbers : 24
```

8. Research and understand when to create static methods.

- If class is not having class variables, then we can initialize static methods.
- The main purpose of using static classes is to provide blueprints of its inherited classes.
- Static classes are created using the static keyword.
- If a method is dealing with static variable then we can initialize static variable.
- Example:
Employee.Salary(), Maths.Add()