**Training Day 2**

* You use exception when unexpected behavior happens on your program
* Base class:Application Exception creating custom
* Generic Lists:
  + List
  + Dictionary
  + SortedList
* Non-Generic Lists:
  + Stack
  + Queue
* Difference between Queue and Stack:
  + Stack is last in first out
  + Queue is first in first out

‘this’ is a extension method

**OOP**

Encapsulation – hiding the state of the object

Child/Derived class = specialized

Parent/Base class = generalized

Static method can only be called also in a static method

Inheritance – polymorphic behavior.

Base class substitutable of derived classes

Use the most generic class as a parameter.

Abstract class = cannot be instantiated. Usually be use for default implementation

Abstract method = can only be defined inside the abstract class. Cannot have a body. The derived classes should be the one who implements the body. The derived classes are required to implement the abstract methods.

Abstract class = meant only as a base class. A parent class. Collection of implementation of derived classes

Abstract – required to override.

Base – palatandaan na nasa base class ung variable

Virtual – allow derived class to override base class functionalities. Allows for overriding.

New – use to override functionality if not virtual.

This – refers to the actual instance of object.

Base – refers to the base class. Instance implementation of base class.

Implementing Polymorphic behavior

Interfaces – Horizontal behavior

Abstract – Vertical behavior

Interfaces naming convention starts with ‘I’

Abstract you can defined default implementation while in interface no implementation but derived class is required to implement all of it.