

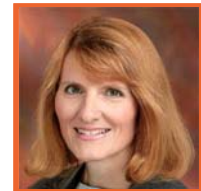
Building Reusable Components

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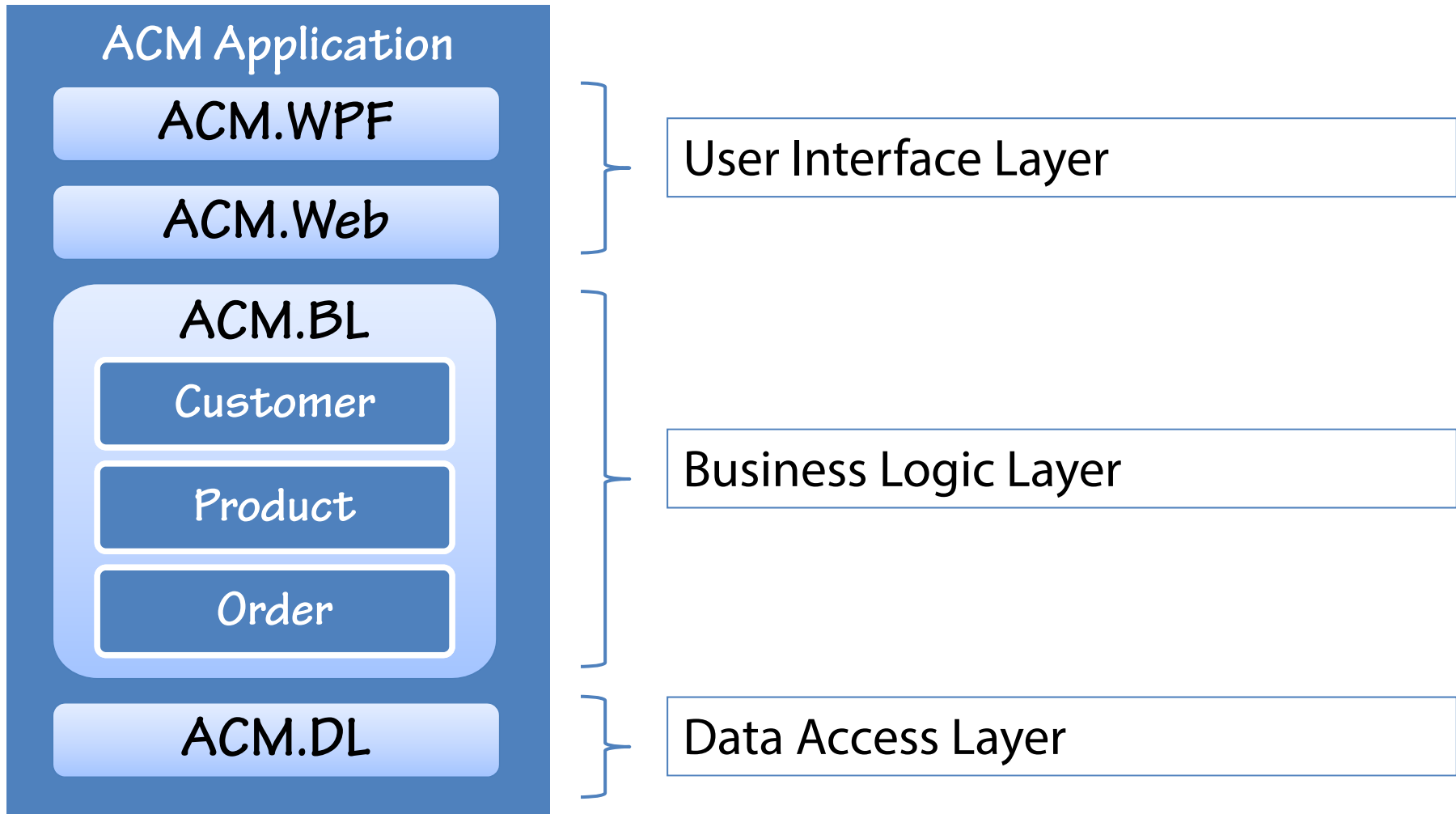
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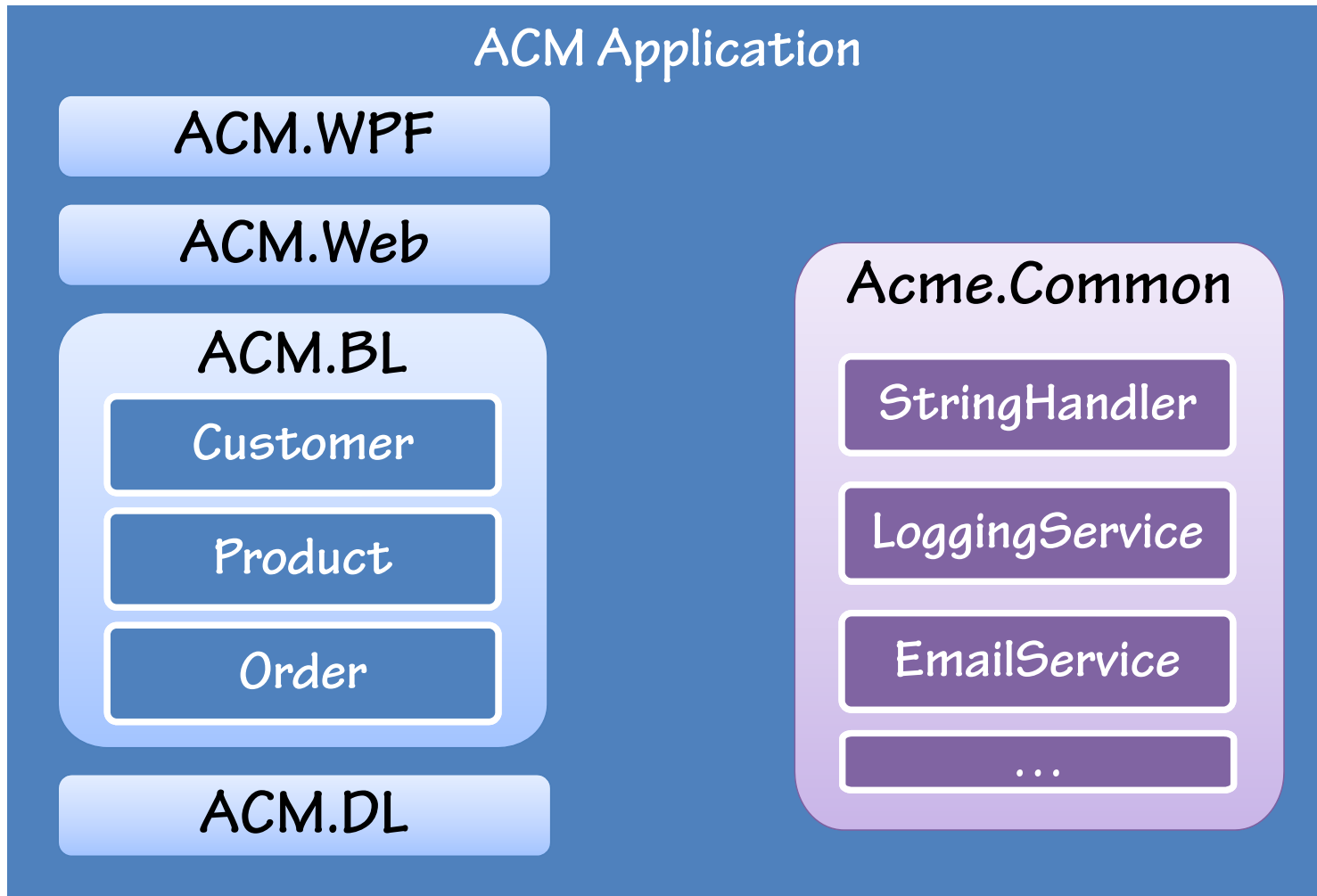


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Components



Reusable Library Component



Module Outline

**Building a
Reusable Component**



**Testing the
Reusable Component**

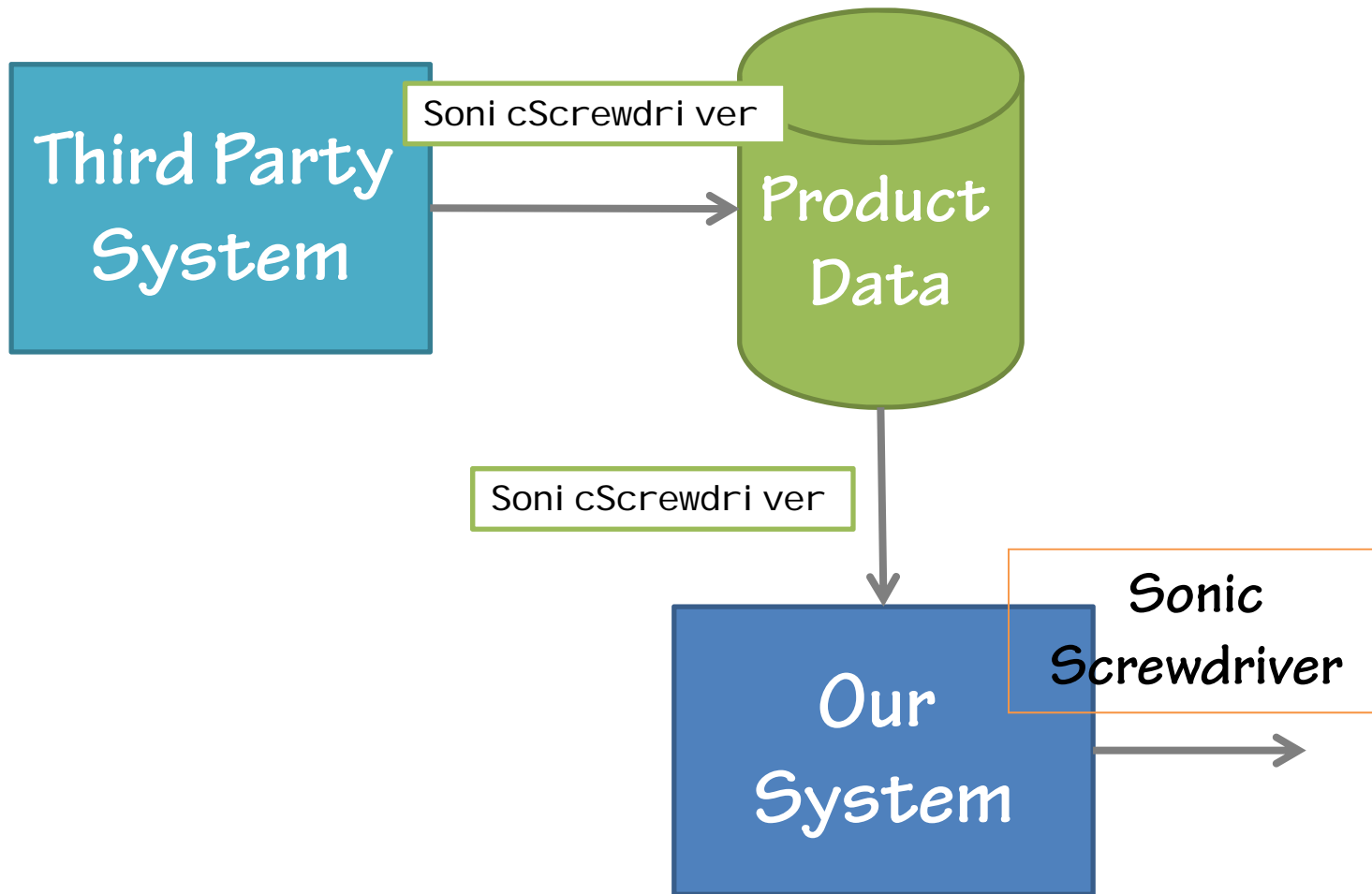


**Using the
Reusable Component**

Static Classes

Extension Methods

Scenario



Static Class

```
public class StringHandler{  
    public string InsertSpaces(string source)
```

```
StringHandler handler = new StringHandler();  
handler.InsertSpaces(productName);
```

```
public static class StringHandler{  
    public static string InsertSpaces(string source)
```

```
StringHandler.InsertSpaces(productName);
```

Extension Methods

```
public class StringHandler{  
    public string InsertSpaces(string source)
```

```
StringHandler handler = new StringHandler();  
handler.InsertSpaces(productName);
```

```
public static class StringHandler{  
    public static string InsertSpaces(string source)
```

```
StringHandler.InsertSpaces(productName);
```

```
public static class StringHandler{  
    public static string InsertSpaces(this string source)
```

```
productName.InsertSpaces();
```

Static Method vs Extension Method



```
public class StringHandler{  
    public string InsertSpaces(string source)
```


Summary

**Building a
Reusable Component**

**Testing the
Reusable Component**

**Using the
Reusable Component**

Static Classes

Extension Methods

Acme.Common

StringHandler

LoggingService

EmailService

...