C# Assignments

1. Enum Program:

Class:Circle

Enum:ColorBand

1. ParamArray
2. Ref and out
3. Structure:Pass by value & pass by reference
4. Inheritance
5. Difference Between Parse & ConvertTo
6. Polymorphism
7. Override ToString method
8. How to read value from keyboard
9. Call super class method from child class
10. Call super class constructor from child class
11. Reflection(Methods,Properties,fields,constructor)
12. Exception Handling
13. CustomException
14. Explicit implementation of interface
15. Delegate
16. Event
17. Read data from a text file
18. Use delegate without annoynomous function
19. Logger
20. Handle BugTest Exception
21. Lambda Expression
22. Var keyword
23. Extension method
24. Predefined Delegates:Func,Action,Predicate
25. Read on TDD
26. Read on Agile
27. Read on Agile Manifesto
28. Attributes
29. Required Refactoring Attribute
30. Unit testing of CalculatorApp
31. Unit testing of AccountPolymorphismApp
32. Unit testing of CollegeApp
33. Unit testing for delegate
34. Difference between Collection and generics
35. Difference between parse & tryParse
36. Difference between constant & readonly
37. Multicast Delegate
38. Serialization & deserializaton
39. Linq
40. Difference between “is” and “as”
41. Refactor the casting using interface
42. [CLSCompliantAttribute]
43. Difference between IComparable & IComperer
44. Implement .sort() overrided methods
45. Override equals method
46. Unit testing of CollectionAssert.AreEqual(list1,list2)
47. Draw hierarchy of IEnumerable,ICollection,IList,IDictionary
48. Add methods to enum
49. RicksGuitarApp
50. Create buttons,eventHandlers