### Report

Course Name: 20110174

Student Name: Lâm Hoàng Duyên

Day 01: Week: 1	Title:
Problem 01:	Solution: (Sinhviênchụpkếtquảvà paste vàođây)
Clip 015: Introduction to the Chapter	Dive deeper into C# data types Different errors types Take input from user Arithmetic operators Logical operators Comparison operators Conditional statements (if and switch)
Clip 021: Naming Conventions	Học 1 số phương pháp đặt tên phổ biến:  - Camel case  - Upper camel case (Pascal)  - Snake case (Underscore)  - Kebab case  Quy tắc chung khi đặt tên biến:  - Chọn tên dễ đọc  - Làm cho tên dễ đọc (ví dụ: không viết tắt)  - Tránh đặt tên trùng với các từ khóa có trong C#  - Không sử dụng số và kí tự đặt biệt.

# Clip 031: Even ■ Main(stri or Odd C:\Windows\system32\cmd.exe Name: Lâm Hoàng Duyên MSSU: 20110174 **Exercise** ? ? is odd number Press any key to continue . . . \_ \_ D X C:\Windows\system32\cmd.exe Name: Lâm Hoàng Duyên MSSV: 20110174



```
Program.cs X

Stime_machine.Program

C:\Windows\system32\cmd.exe

| Name: Lân Hoàng Duyên |
| Na
```

# Clip 033: Summary

Tổng kết lại những gì đã học:

- Interger data types
- How to check is data type is primitive
- DataTime data type
- Syntax errors, runtime errors
- Different naming conventions
- Take input from user
- Arithmetic operators
- If statement
- Switch statement
- Comparison operators
- Logical operators
- Even or odd

#### Clip 003: Programming Languages

Học về 2 loại ngôn ngữ: ngôn ngữ cấp thấp(Low Level) và ngôn ngữ cấp cao(High Level)

Hiểu được rõ về 2 loại này:

- Ngôn ngữ cấp thấp được sử dụng trên phần cứng để máy tính có thể hiểu được, thời gian chạy rất nhanh, được viết dưới dạng nhị phân
- Ngôn ngữ cấp cao được sử dụng trên phần mềm để con người có thể tương tác với máy thông qua trình biên dịch, dịch từ ngôn ngữ cấp cao sang cấp thấp và thường chậm hơn so với ngôn ngữ cấp thấp, được viết dưới dạng thập phân.

#### Clip 054: Object oriented Programming

Hiểu được lập trình hướng đối tượng là gì. Biết class, object, method, property là gì và 4 phương pháp của C#: Inheritance, Encapsulation, Polymorphism, Abstraction.

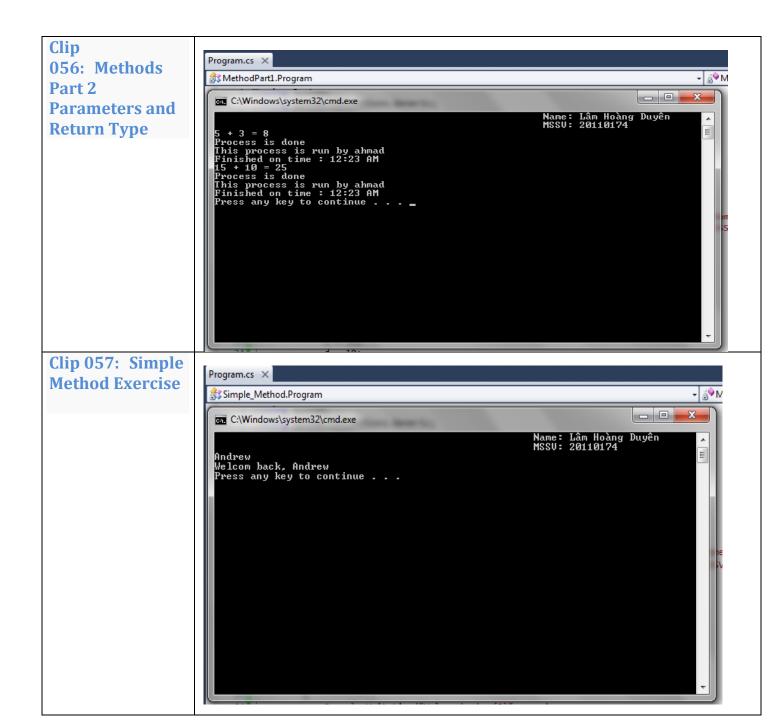
- Object Oriented Programming (OOP) refers to a type software design programmers define data type of a data structure, but also the types of operations (function) that can be applied to the data structure. In this way the data structure becomes an object that includes both data and functions.
- Class: a category of objects. The class defines all the common properties of the different objects that belong to it.
- Object: Refers to a particular instance of a class where the object can be a combination of variables, functions and data structures.
- Method: A combination of instructions grouped together to achieve some result. It may take arguments and return result.
- Property: A member that provides a flexible mechanism to read, write, or compute the value of a private field.

The four pillars of OOP:

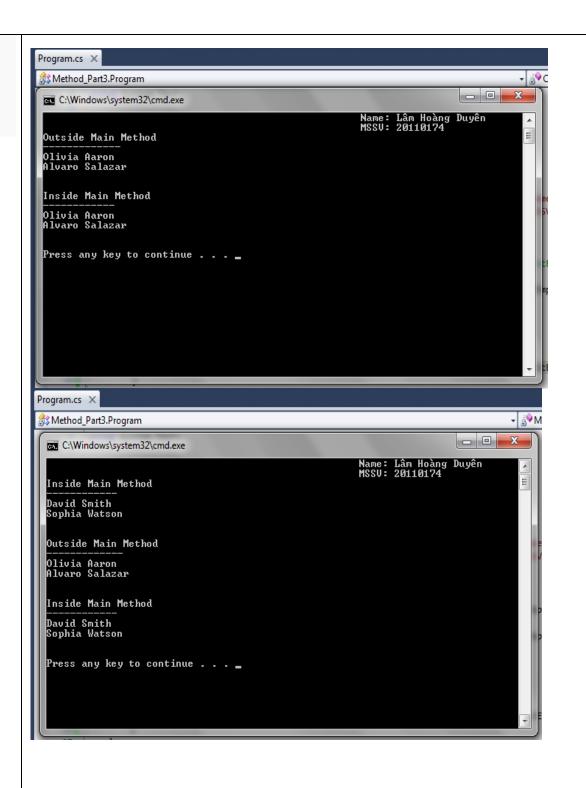
- Inheritance: The process of creating the new class by extending the existing class or the process of inheriting the features of base class is call as inheritance.
- Encapsulation: Encapsulation is a process of binding data members (variables, properties) and methods together.
- Polymorphism: Poly means many and Morph means forms. Polymorphism is the process in which an object or function take different forms.

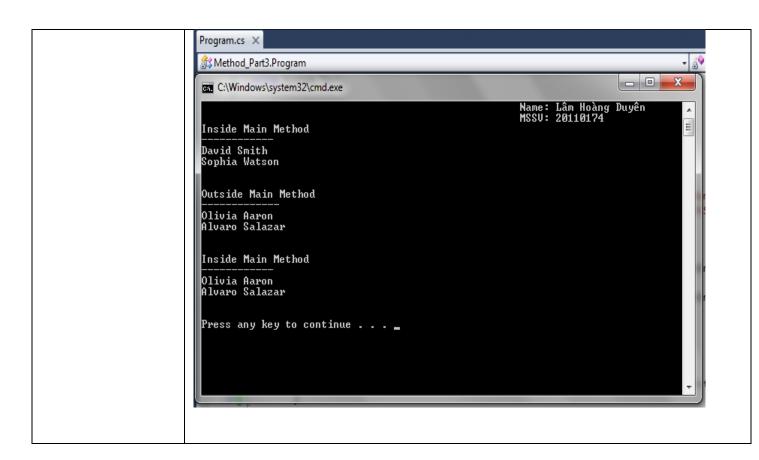
	- Abstraction: Abstraction is the process of showing only essential features of an object to the outside world and hide the other irrelevant information.
Clip 097: NET Framework	Biết được NET Framework là gì. Đây là một thành phần của Windows bao gồm hệ thống thực thi ảo cung cấp một môi trường để chạy các ứng dụng và là một tập hợp các thư viện chứa các đoạn code được chia sẻ giúp nhà phát triển có thể sử dụng các đoạn code có sẵn để hỗ trợ rút ngắn thời gian, tập trung viết những đoạn code khác của ứng dụng.

Clip 055: Methods Part 1 The Basics  - A method: is a code block that contains a series of statements. A program causes the statements to be executed by calling the method and specifying and require method arguments.  - Method Signature: Method name and its parameters types (but not the parameter names) are part of the signature.    Program.cs \times	Day 02: Week:	Title:
- A method: is a code block that contains a series of statements. A program causes the statements to be executed by calling the method and specifying and require method arguments.  - Method Signature: Method name and its parameters types (but not the parameter names) are part of the signature.    Program.cs ×     MethodPartI.Program     Mame: Lâm Hoàng Duyên   MSSU: 20110174     MSSU: 20110	Problem 01:	
	055: Methods	program causes the statements to be executed by calling the method and specifying and require method arguments.  - Method Signature: Method name and its parameters types (but not the parameter names) are part of the signature.  Program.cs ×  MethodPartl.Program  C:\Windows\system32\cmd.exe  Name: Lâm Hoàng Duyên MSSU: 20110174  Process is done This process is run by ahmad Finished on time: 12:02 AM This process is run by ahmad Finished on time: 12:02 AM

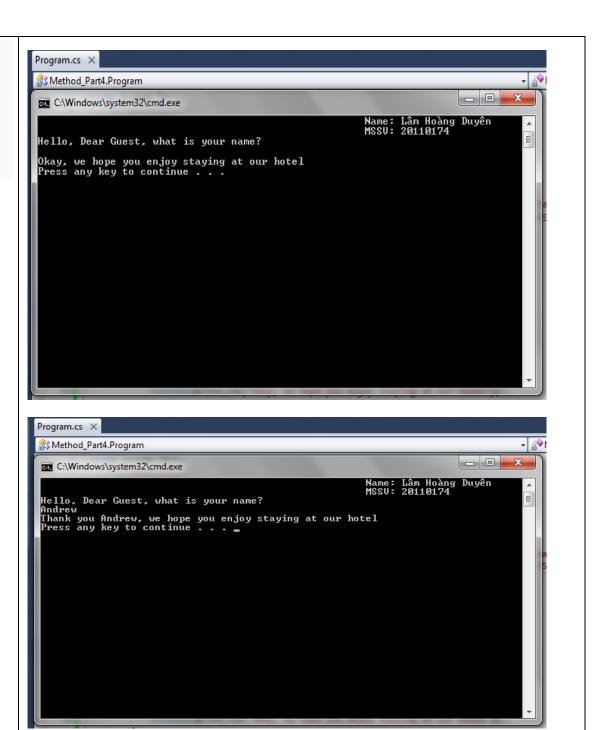


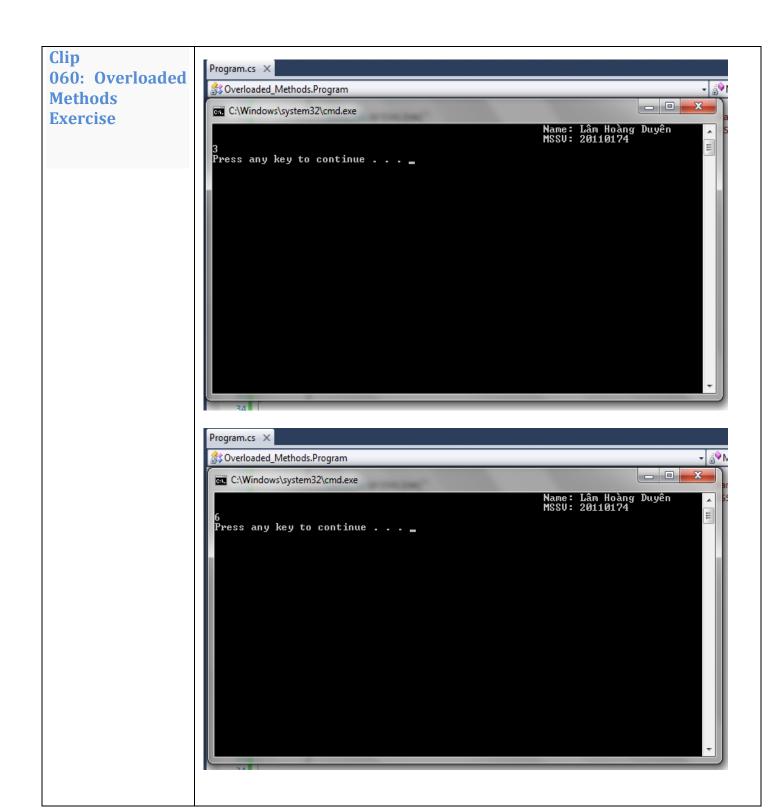
Clip 058: Methods Part 3 Value vs Reference

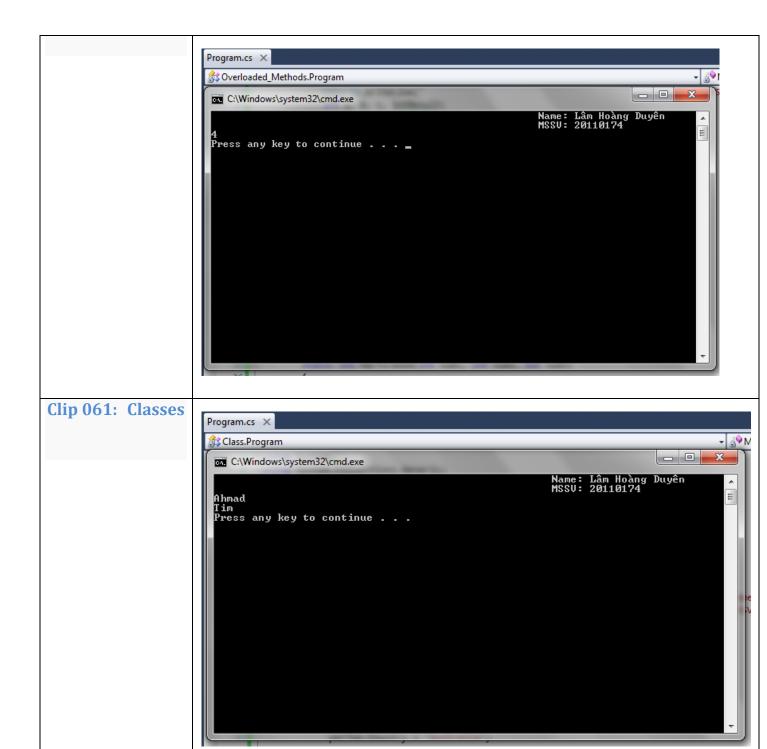




Clip 059: Methods Part 4 Overloaded Methods



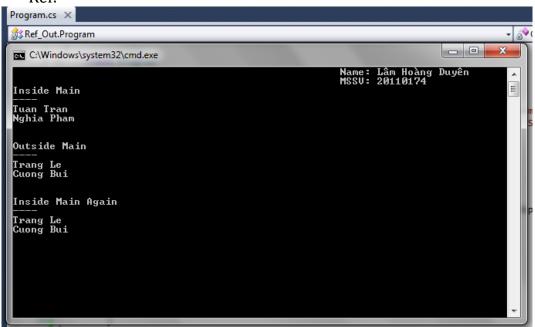




#### Phân biệt ref và out

Điểm khác biệt duy nhất là một biến bạn truyền dưới dạng tham số out không cần phải được khởi tạo mà chuyển nó thành tham số ref thì nó phải được đặt thành một tham số. Ví du:

- Ref:



Out:

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Program.cs X

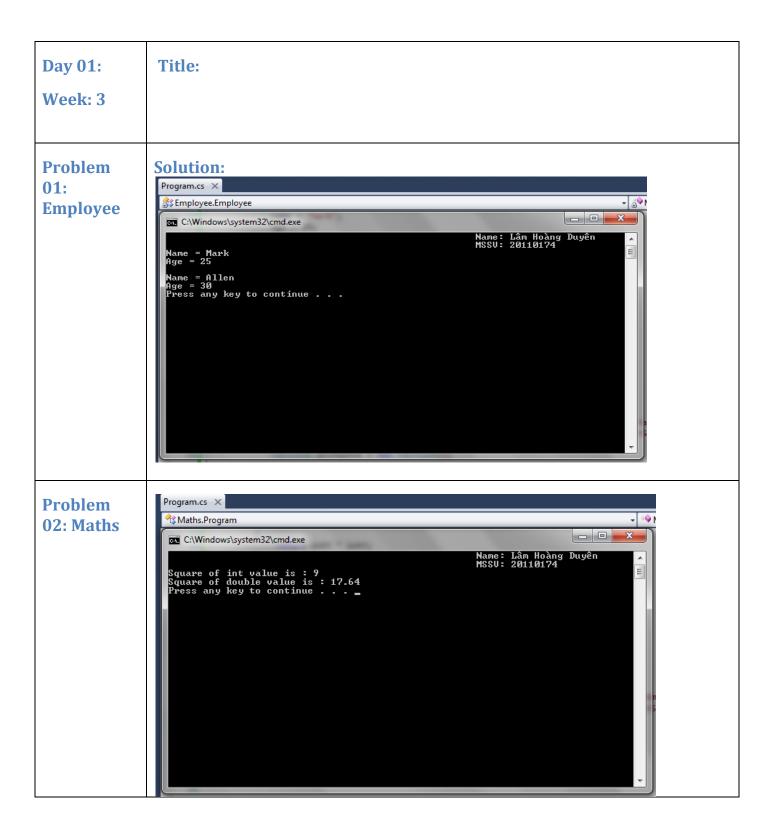
Stref_Out_02.Program

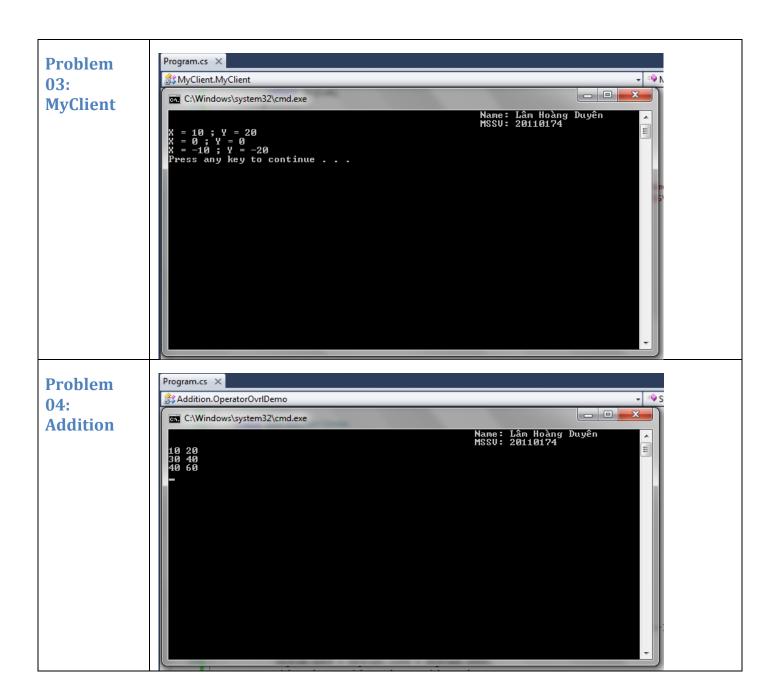
C:\Windows\system32\cmd.exe

Name: Lâm Hoàng Duyên
MSSU: 20110174

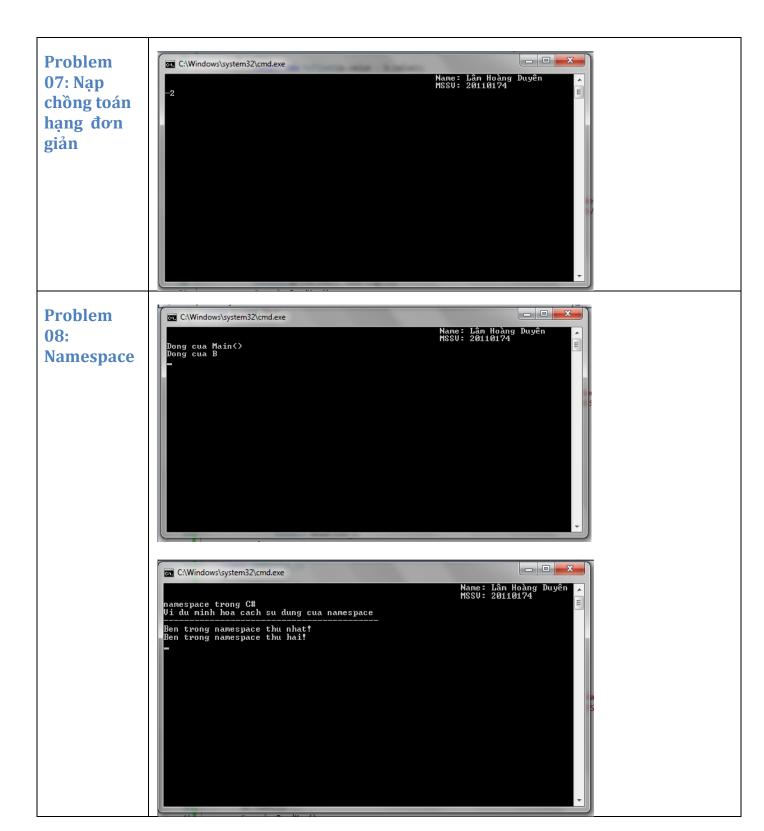
Trang Le
Cuong Bui

Inside Main Again
Trang Le
Cuong Bui
```





## Program.cs × **Problem** 🎎 Day3\_2010.Program 05: - - X C:\Windows\system32\cmd.exe Name: Lâm Hoàng Duyên MSSV: 20110174 Press any key to continue . . . \_ **Problem** \_ D X C:\Windows\system32\cmd.exe Name: Lâm Hoàng Duyên MSSV: 20110174 05: Current Bieu dien thoi gian bang C# Display Current Time: 9/14/2021—21:33:9 Press any key to continue . . . **Time Problem** Testing Class Time1 06: Test Time Initial universal time is: 00:00:00 Initial standard time is: 12:00:00 AM Universal time after SetTime is: 13:27:06 Standard time after SetTime is: 1:27:06 PM After attempting invalid settings: Universal time: 00:00:00 Standard time: 12:00:00 AM OK



#### Problem 09: Namespace trên 2 lớp

```
C:\Windows\system32\cmd.exe

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Finng class 01

Trong class 02
```

#### Clip 008: Data Types and Variables Part 1

Variables: Name given to a storage area that our programs can manipulate

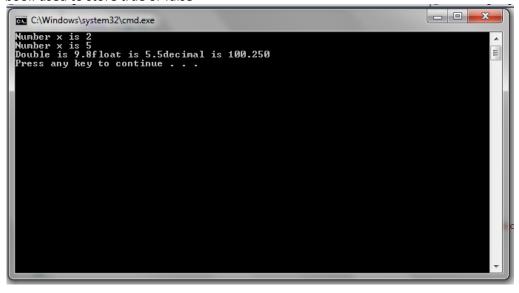
Một số kiểu dữ liệu:

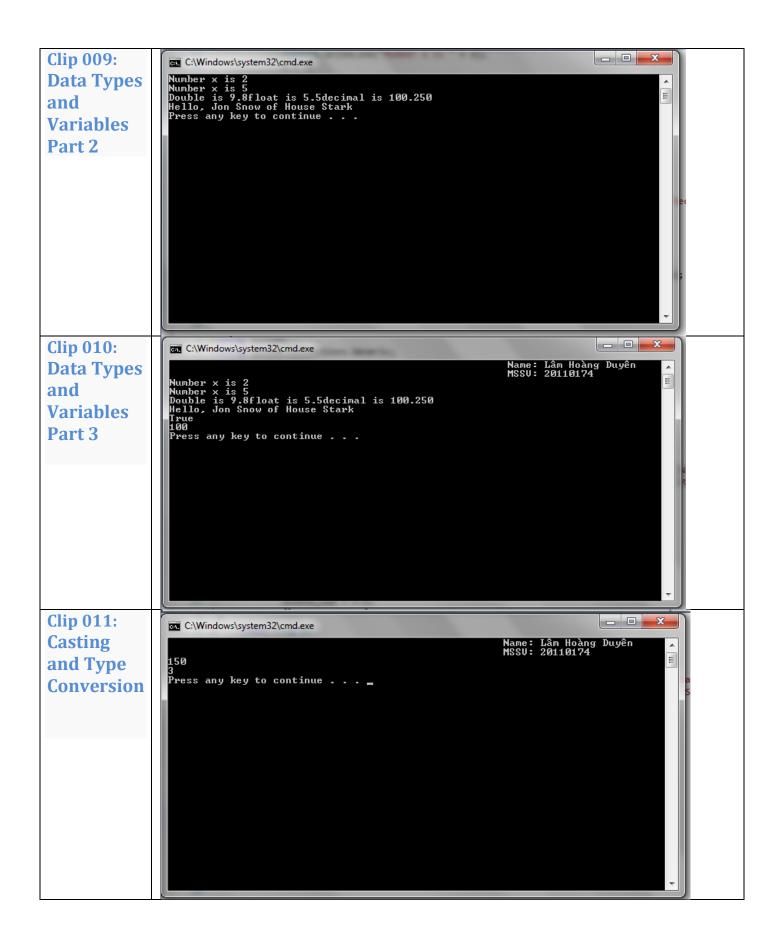
int: used to store integer numbers (3 or 2000)

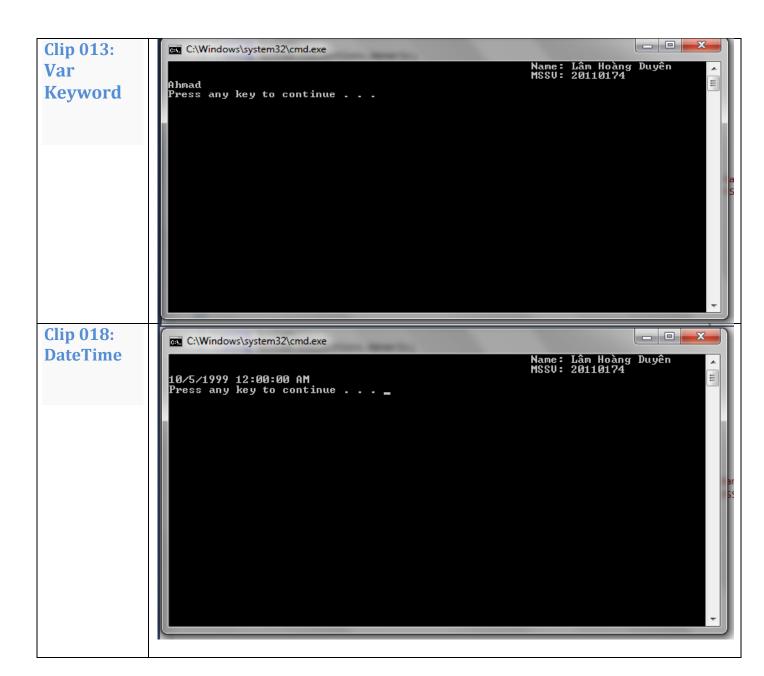
float: used to store floating point numbers (3.5 or 9.8)

double: used to store floating point numbers decimal: used to store money values (2000\$) string: used to store text ("Ned" or "Vienna")

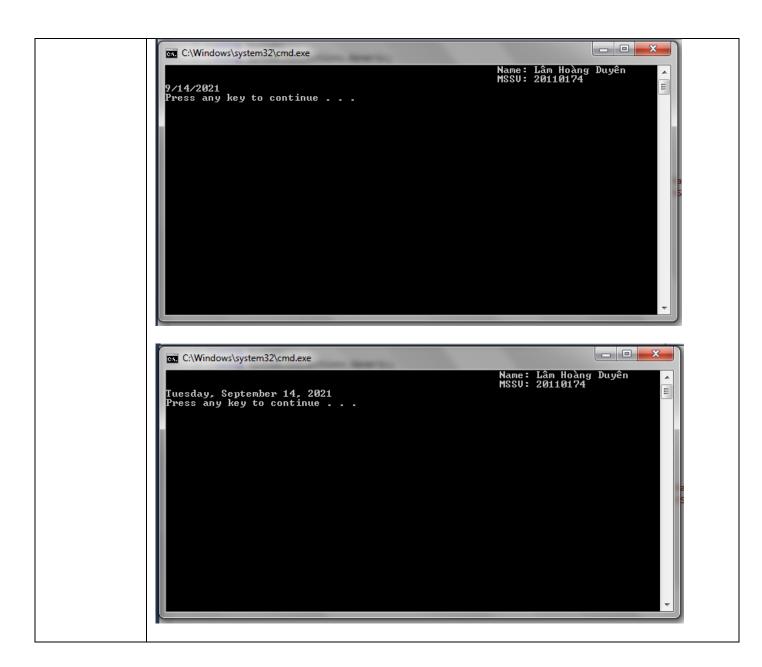
bool: used to store true or false

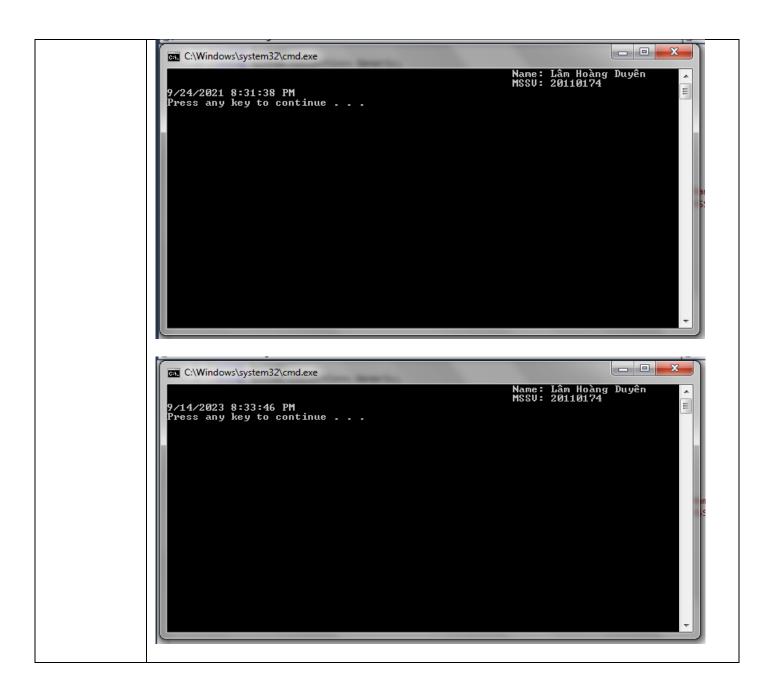


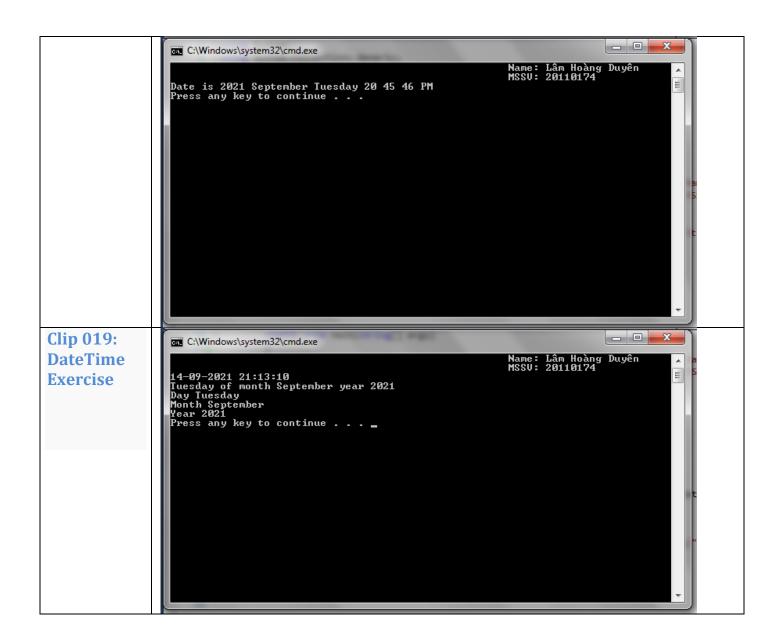


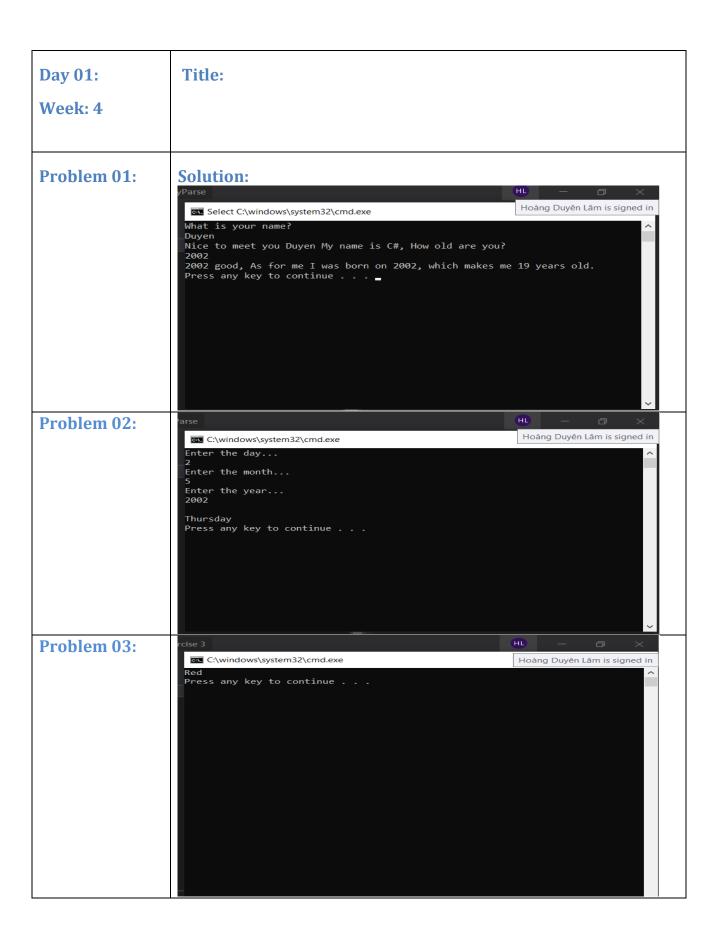


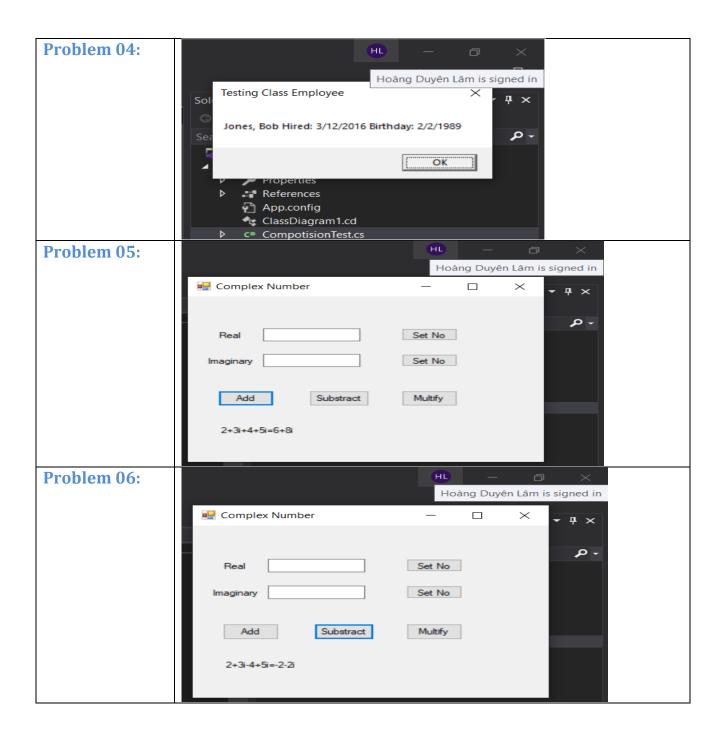
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_ D X
C:\Windows\system32\cmd.exe
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MSSV: 20110174
                                                                                                            ш
9/14/2021 12:00:00 AM
Press any key to continue . . .
                                                                                             - - X
C:\Windows\system32\cmd.exe
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9/14/2021 8:23:17 PM
Press any key to continue . . . _
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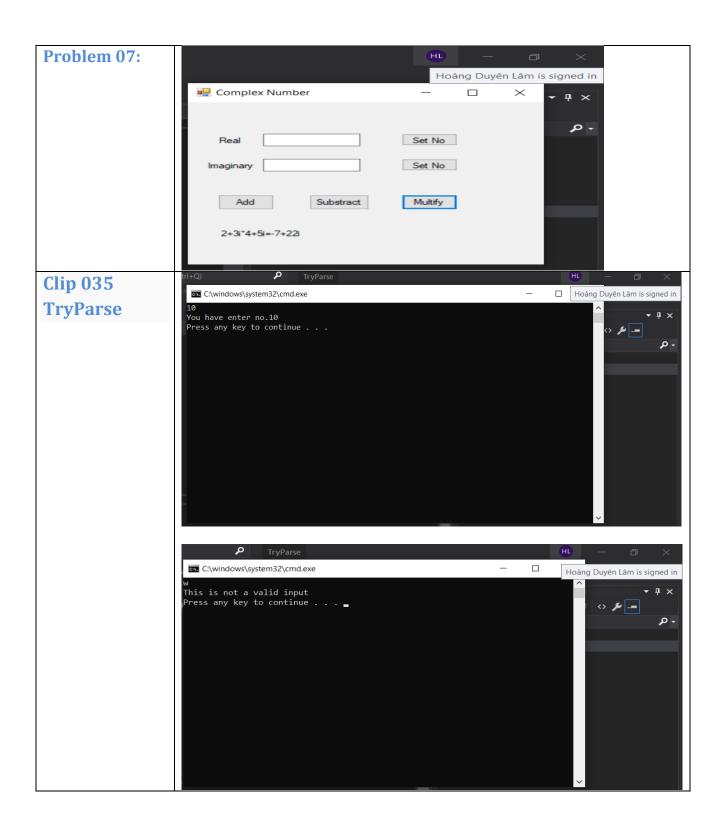


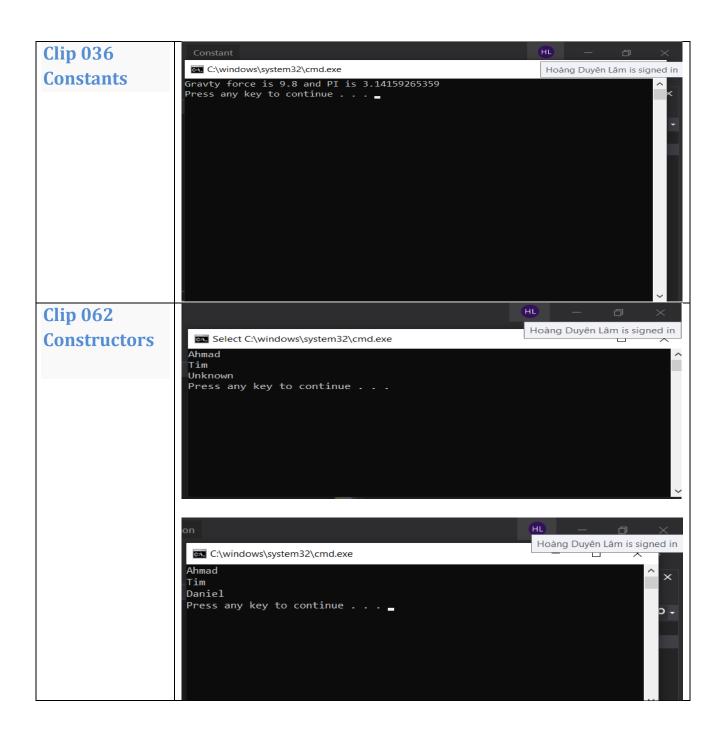








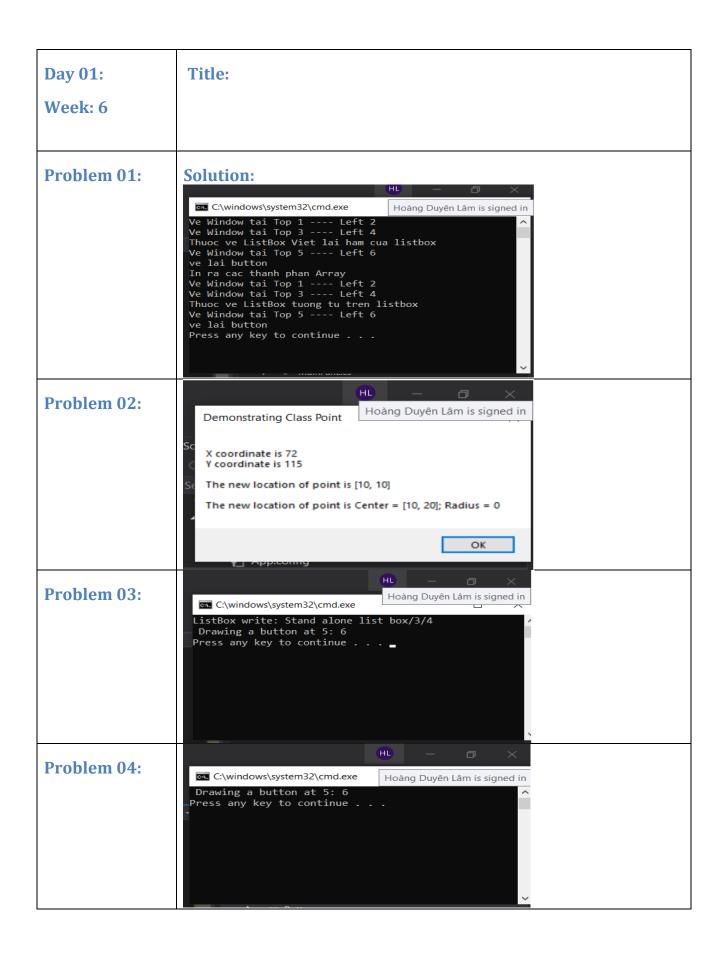




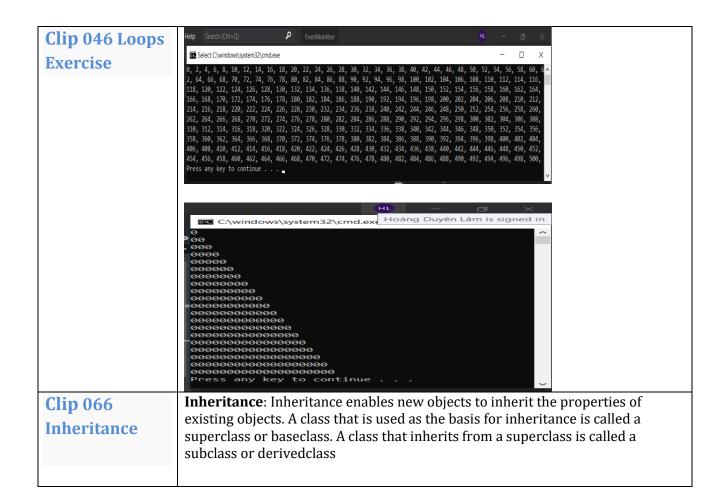
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Clip 064 Static

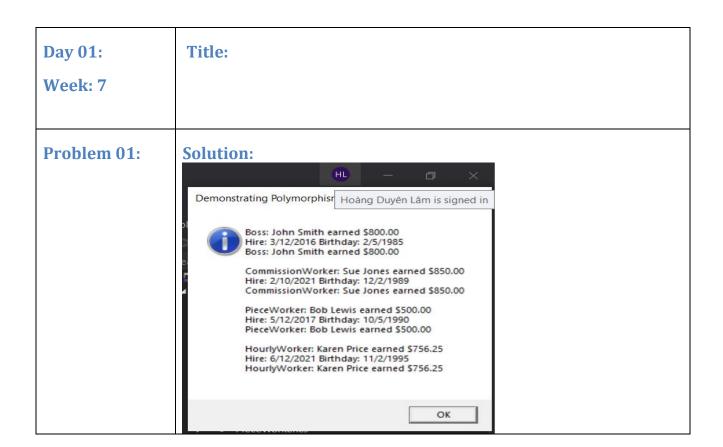
Methods

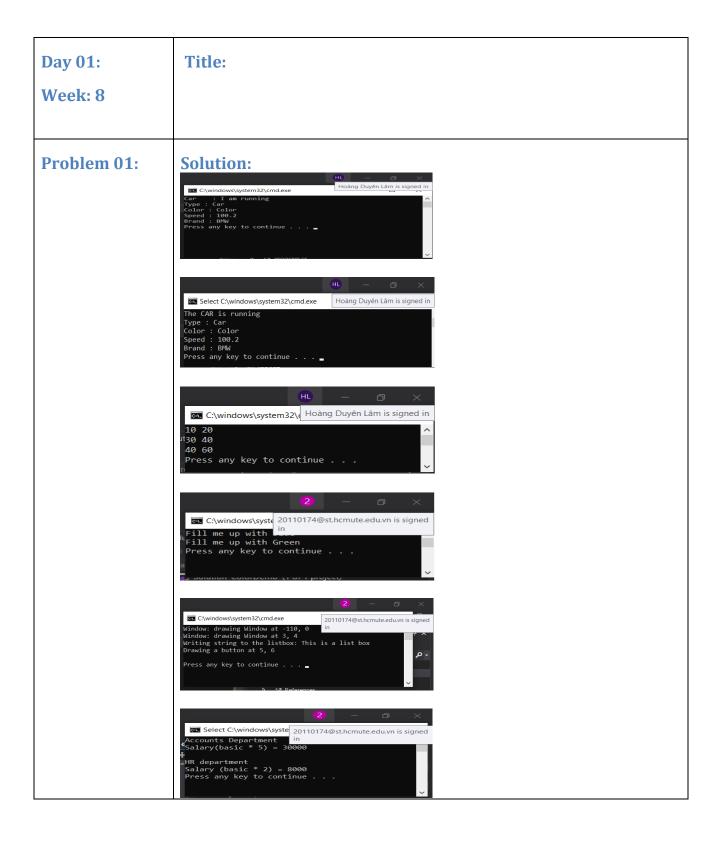
C:\windows\system32\cmd.exe Hil, from the non static method Hil, from the static method Press any key to continue . . .
```

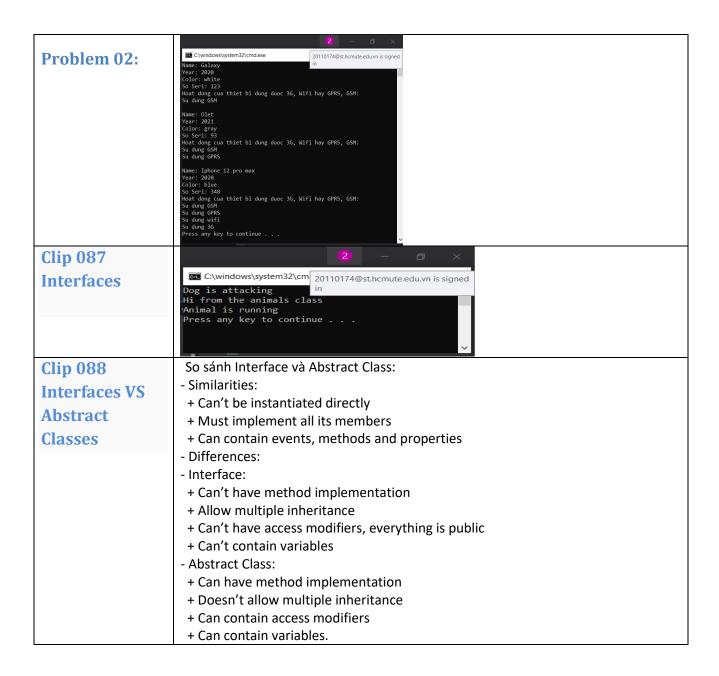


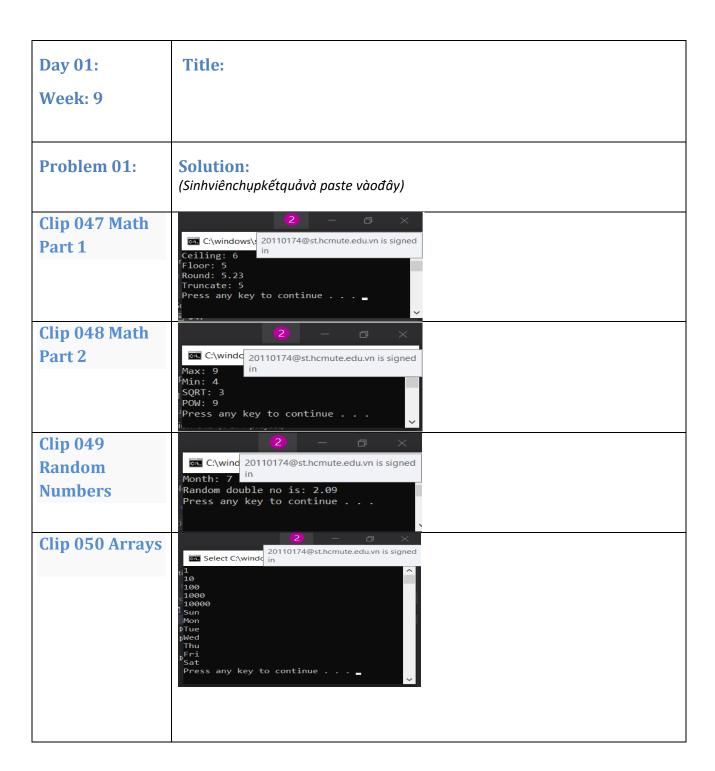


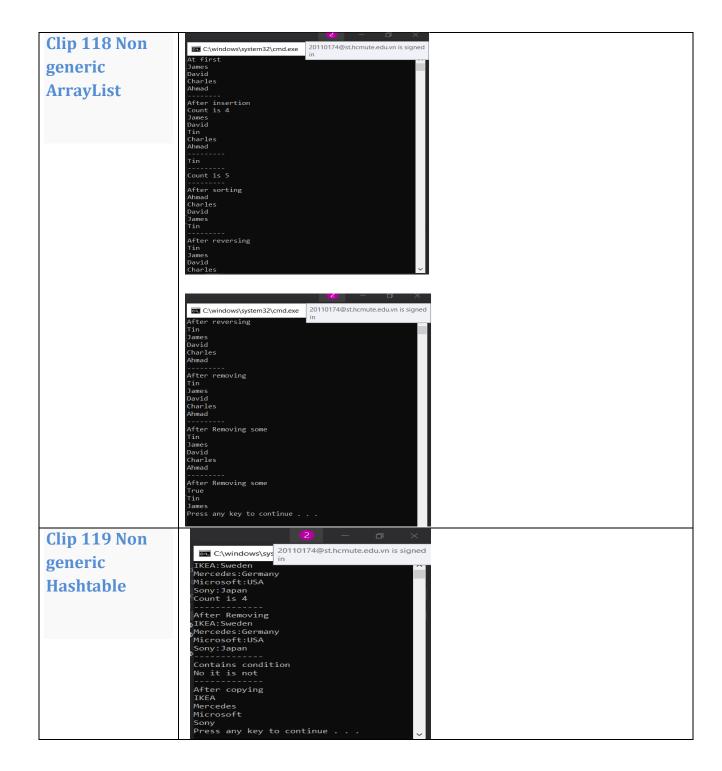






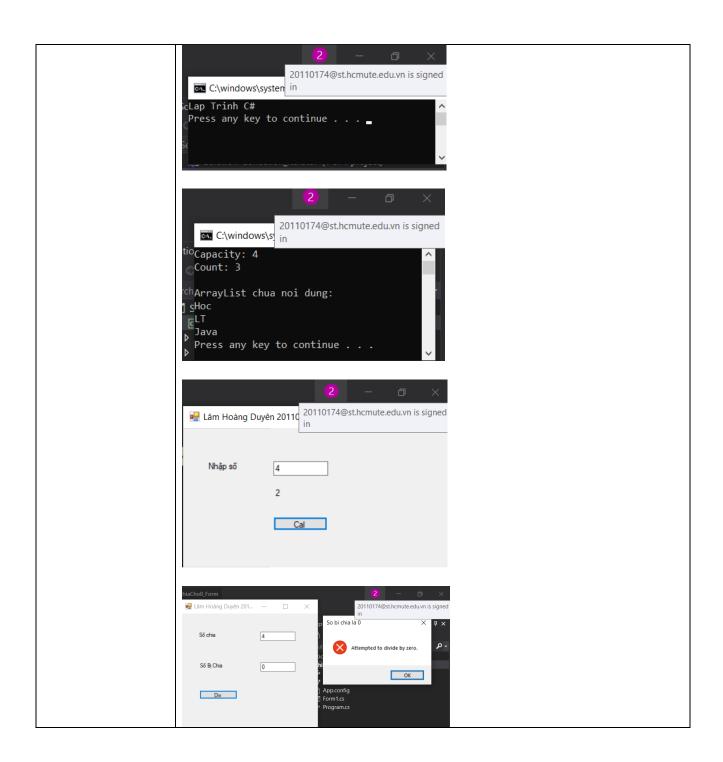


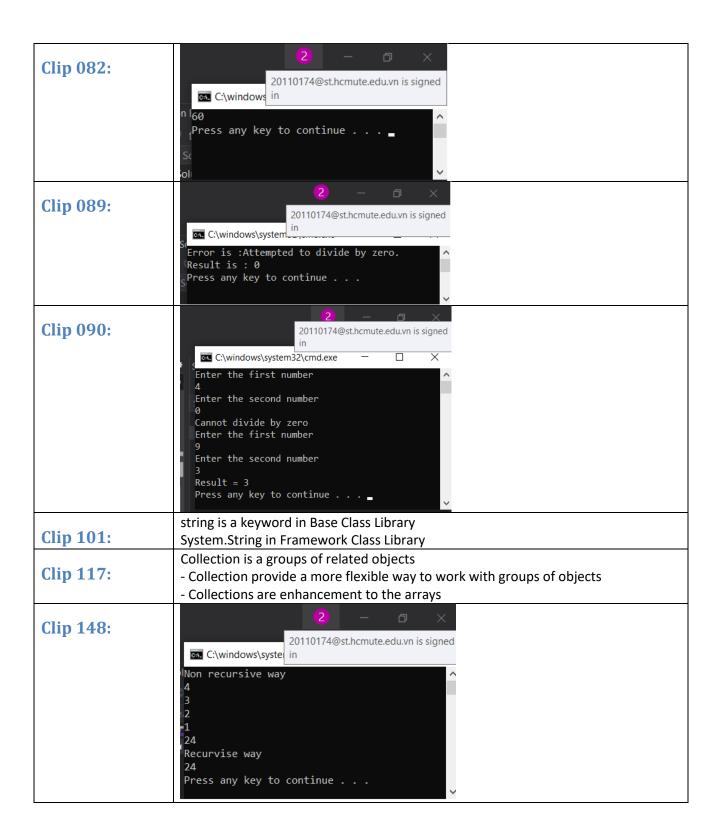


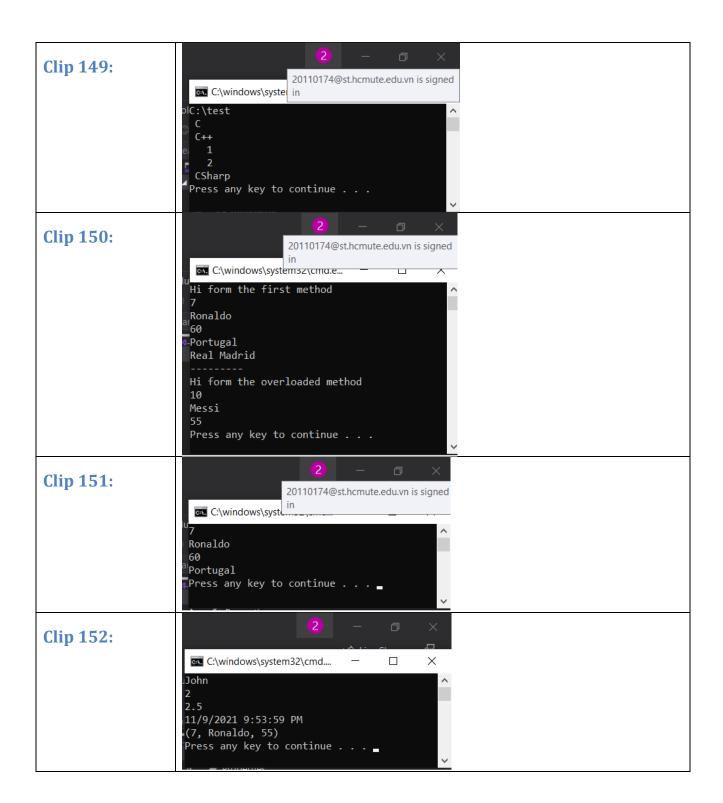




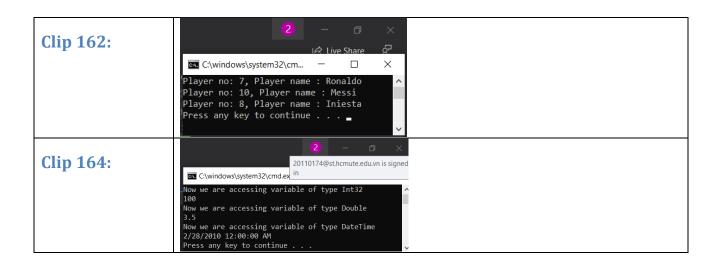
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Day 01:
                         Title:
Week: 11
Problem 01:
                         Solution:
                                            20110174@st.hcmute.edu.vn is signed
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                           _First _Out
                           Last_In_First_Out
                          Press any key to continue . . .
                          Solution 'Collection_Stack' (1 of 1 project)
                                              20110174@st.hcmute.edu.vn is signed
                           C:\windows\system3 in
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                           3:Khoi
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                          1:Cuong
Gia tri moi:
                           3:Khoi
                           2:Thanh
                           1:Cuong
                           Press any key to continue . . .
                                          20110174@st.hcmute.edu.vn is signed
                             C:\windows in
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                            Value 7: E
                           Value 8:
                           Value 9:
                           Value 10:
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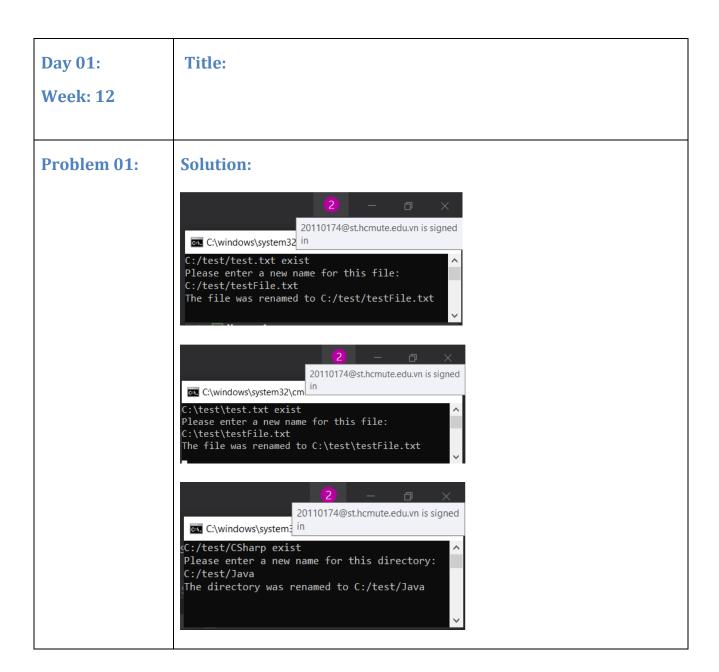


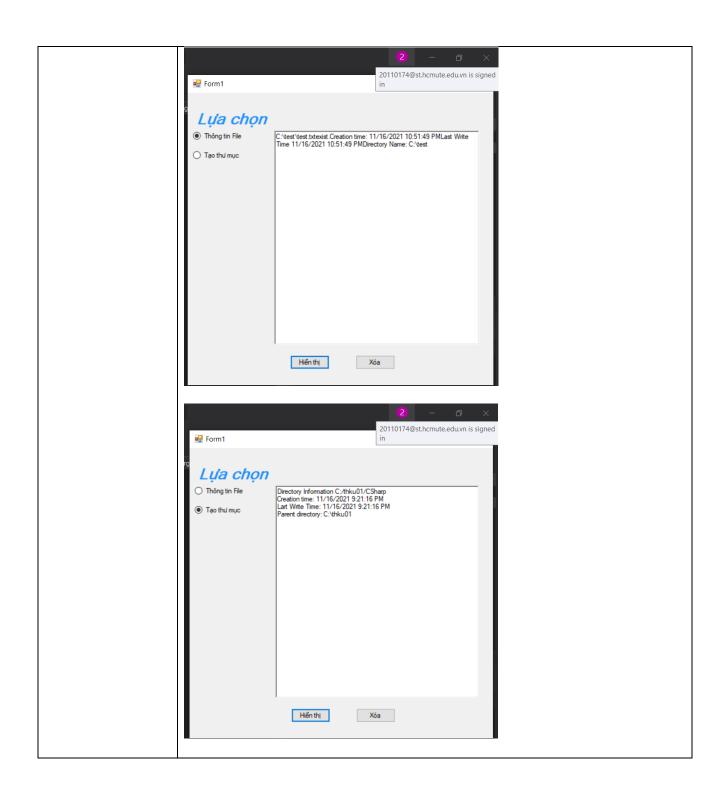


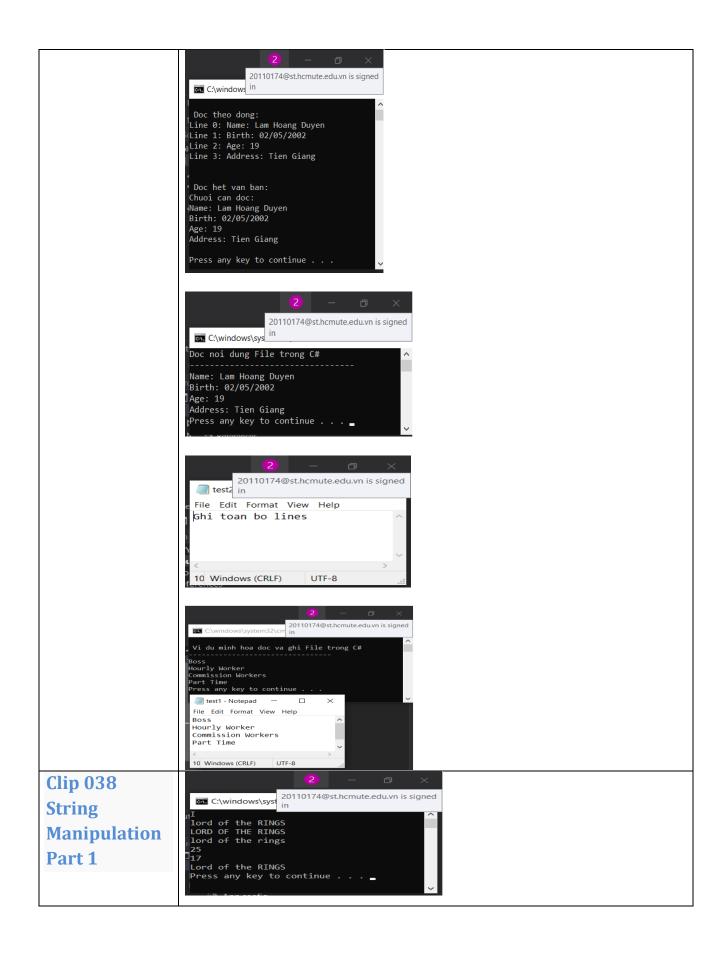


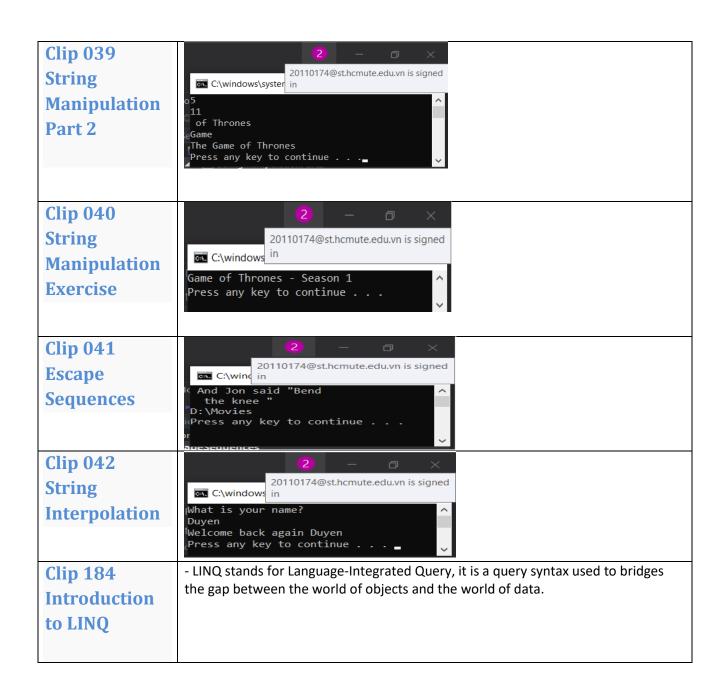




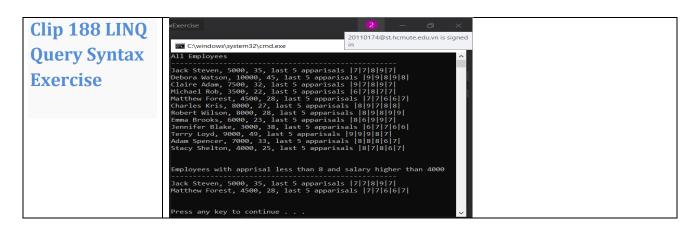


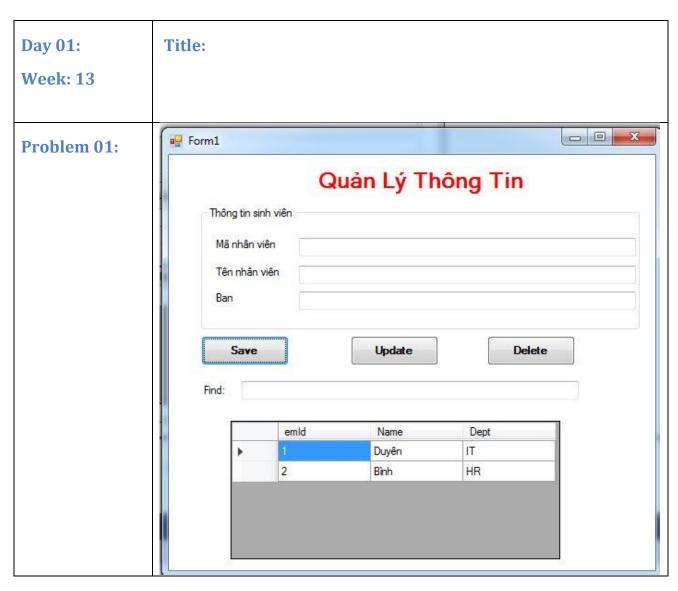












Day 01:	Title:
Week: 14	
Problem 01:	Solution: (Sinhviênchụpkếtquảvà paste vàođây)
Clip 191: TimeSpan	2 —
Clip 192: Introduction to Multithreadin g	- Signle thread: is a signed sequential flow of control within a program - Multithreading: is a type of execution model that allows multiple threads to exist within the process and they execute independently but share their process resources.
Clip 193: Creating Threads	C\windows\system32\cmd.exe





