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| **Day 17 assignment**  **By**  **Paluru Mounika**  **15-02-2022** |

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| **1.research and write what is Assembly in c#?** |
| **1**.An Assembly is a basic building block of .Net Framework applications. It is basically a compiled code that can be executed by the CLR. An assembly is a collection of types and resources that are built to work together and form a logical unit of functionality. An Assembly can be a DLL or exe depending upon the project that we choose.  **Assembly are of two types:**  **1.private assembly**  **2.shared assembly**  **Private assembly:**  It is an assembly that is being used by single application**.**  **Shared assembly:**  Assembly that can be used in more than one project . |
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| **2.in a tabular formate write the access modifiers and explain (as I did in the class ,creat two assemblies with 3 clases in first assembles, 2 clases in other class).** | | | | | | |
| Ans: | | | | | | |
| **With in Assembly** | | | | **Other assembly** | | |
|  | **With in a class** | **Derived class** | **Other class** | **Derived class** | | **Other class** |
| **Public** | **yes** | **yes** | **yes** | **yes** | | **yes** |
| **Private** | **yes** | **No** | **NO** | **No** | | **No** |
| **Protect** | **yes** | **yes** | **No** | **yes** | | **No** |
| **internal** | **yes** | **yes** | **yes** | **No** | |  |
| **Default** | **yes** | **No** | **No** | **No** | **No** | |
| **Protected internal** | **yes** | **yes** | **yes** | **yes** | **No** | |

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| **Code:**  using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  using MounikaLibrary;  //\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  //Author:paluru mounika  //Purpose:Using Access modifiers  //\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  namespace MounikaLibrary  {  /// <summary>  /// access modifiers with in class  /// </summary>  public class MyBaseClass1  {  public int a;  private int b;  protected int c;  internal int d;  int e;  protected internal int f;  public void MyBaseClass()  {  a = 11;  b = 25;  c = 31;  d = 43;  e = 50;  f = 61;  }  }  /// <summary>  /// methode for MyDerivedClass  /// </summary>  public class MyDerivedClass:MyBaseClass1  {  public void MyDerivedClassMethod()  {  a = 5;  b = 7;  c = 3;  d = 8;  e = 9;  f = 10;    }  }  /// <summary>  /// method for MyDerivedClass  /// </summary>  public class MyOtherClass  {  public void MyOtherClassMethod()  {  MyBaseClass1 mb=new MyBaseClass1();  mb.a = 5;  mb.b = 2;  mb.c = 4;  mb.d = 3;  mb.e = 1;  mb.f = 6;  }  }  } |
| **Output:** |
| **MyBaseClass:**    **MyDerivedClass:**    **MyOtherClass:** |

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| **Code:**  using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  using MounikaLibrary;  //\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  //Author:paluru mounika  //purpose:using Access modifiers  //\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  namespace PublicLibrary  {  /// <summary>  /// using mypubliclibraryclass method  /// </summary>  public class MyPublicLibraryDerivedClass:MyBaseClass1  {  public void MyPublicLibraryDerivedClassMethod()  {  a = 3;  b = 5;  c = 6;  d = 7;  e = 8;  f = 9;  }  }  /// <summary>  /// using mypubliclibraryotherclass method  /// </summary>  public class MyPublicOtherClass:MyBaseClass1  {  public void MyPublicOtherClassMethod()  {  MyBaseClass1 mb = new MyBaseClass1();  mb.a = 1;  mb.b = 2;  mb.c = 3;  mb.d = 4;  mb.e = 5;  mb.f = 6;  }  }  } |
| **Output:**  **Mypublicotherclass method:** |
| **MypubliLibraryclass:** |