Experiment

Date :
Page No. :

```
41      case '/';
42          result = num1 / num2;
43          break;
44      }
45      textDisplay.Text = result.ToString();
46  }
47  Private Void btnClear_Click(object Sender, EventArg
48                                                  e)
49      {
50      TxtDisplay.Text = " ";
51          Num1 = 0;
52          Num2 = 0;
53      }
54  }
```

//* The BtnNumber_Click and btnOperator_Click and btnEquals_Click event handler are responsibles for handling user input and Performing the calcutations. The btnClear_Click event handler clears the Display and resets the variables.
*//

Teacher's Signature :

Subhash

Experiment

Date :
Page No. :

```
Private Void btnOperator_click(object sender,
                               EventArg e)
{
Button Button = (Button) sender;
Num1 = double.Parse(TxtDisplay.Text);
OP = button.Text[0];
Txt.Display.Txt = "";
}

Private Void btnEquals_click(object Sender, EventArge)
{
num2 = double.Parse(Txt Display.Text);
    Switch (OP)
{
  Case '+';
  result = Num1 + Num2;
  break;

  Case '-';
  result = Num1 - Num2;
  break;

  Case '*';
  result = Num1 * Num2;
  break;
```

Teacher's Signature :

Subhash

Experiment

Date :
Page No. :

Code of Calculator

```
1  using System;
2  using System.Window.Forms;
3  Namespace Calculator
4  {
5    Public Partial class Form1 : Form
6    {
7      Double Num = 0, Num = 0, result = 0;
8      char OP;

9    Public Form1()
10   {
11     InitializeComponent();
12   }

13   Private Void BtNumber_Click (object Sender,
                                  EventArg e)
14
15   {
16     Button button = (Button) Sender;
17     TextDisplay.Text += Button.Text;
18   }
```

Subhash

Teacher's Signature :

Experiment

Date :
Page No. :

- A class can contain properties methods events and fields to define the behaviour of and on object events are used to define the way an object responds to certain action, while fields are used to store data.

- A Library in .NET is a collection of pre built classes and component that can be used to simplify the Development of application. A library can contain one or more classes and it provides a set of functionalities that can be used, By an Application A library can be included in an application as a reference and the classes and components in the library can be used By the application.

Subhash

Teacher's Signature :

Experiment

Date :
Page No. :

the Application and the Network It is responsible for tasks such as Managing Network Connection, transmitting data across the Network. It is responsible for tasks such such as Managing Network Connection transmitting data across the network, and handling Network protocols.

Class and Library in .NET.

In .NET a Collection Class is a fundamental Building Block of an object oriented Program A class is a Blue Print or templet that Define the Data type and Behaviors of a type of object. it encapsulates Data and functionality into a Single Unit making it easier to manage and reuse code

Teacher's Signature :

Experiment

Date :
Page No. :

It ~~is~~ enco interats with the user and receive input from them this layer is responsible for tasks such as manging uth user interface processing user input and coordinating Data access.

2. Domain layer → The Domain layer is the middle layer of the Application. It encapsulation the Business rules and Processes that define how the Application function. This layer is responsible for task such as validation input data, executing Business logic, and coordinating data access.

3. Network layer: The Network layer is the Bottom layers of ADN Architecture and is responsible for handling the Communication Between

Experiment

Date :
Page No. :

Be passed between different .Net Language and ensure type safety and interoperability

3. Common Language Specification (CLS): The CLS is a set of guideline that .NET Language must follow to ensure interoperability between different Languages. The CLS defines a set of rules for Naming conventions data types and other language feature that should be supported By all .Net Language. This allows developers to write code in one .NET language and use it another .Net langage without any issues.

Architecture of .NET

- Architecture of .Net which is used in .Net Application.

- Application Layer: The Application layer is the top layer of ADN Architecture and is responsible for handling the Presentation logic of Applic

Teacher's Signature :

Subhash

Experiment

Date :
Page No. :

1. Th Framework of .Net

The .Net Platform Consists of three Major Building Blocks, which are:

1. Common Language Runtime (CLR): The CLR is the Foundation of the .Net platform. It Provides a runtime enviornment for Erecting .NET application and Management, Exception handling, Security, and thread Management The CRL also Provides a Just-in-Time Compiler that converts the .Net Intermediate Language (IL) Code into Machine Code at runtime.

2. Common Type System (CTS): The CTS is a set of rules that specify how data types should be defind and used in .Net application. It difines a Common set of data types and how they can be used across different language in the .Net platform. This allows objects to

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Subhash