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| **1.Research and write what is Assembly in C#.** |
| **Ans:-** |
| * Assembly can be an .EXE (or) .DLL FILE (or) Independent smallest unit. * An Assembly is a basic block 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.   **Types:**   1. **Private Assembly**:-it is an assembly that is being used by a single application only. 2. **Shared Assembly**:-assemblies that can be used in more than one project are known to be a shared assembly. |

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| **2.In a Tabular Format write the access modifiers and explain.** | | | | | |
|  | **Within Assembly** | | | **Other Assembly** | |
|  | **Within Class** | **Derived Class** | **Other Class** | **Derived Class** | **Other Class** |
| **Public** | YES | YES | YES | YES | YES |
| **Private** | YES | NO | NO | NO | NO |
| **Protected** | YES | YES | NO | YES | NO |
| **Internal** | YES | YES | YES | NO | NO |
| **Protected Internal** | YES | YES | YES | YES | NO |

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| **WITHIN ASSEMBLY:** |
| **WITHIN CLASS:** |
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| **DERIVED CLASS:** |
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| **OTHER CLASS:** |
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| **OTHER ASSEMBLY:** |
| DERIVED CLASS: |
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| **OTHER CLASS:** |
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| **CODE:** |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  //\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  // Author: JEEVITHA  //Purpose:access the modifiers within assembly  //\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  namespace johneyLibrary  {  public class MyBaseClass  {  public int a;  private int b;  protected int c;  internal int d;  protected internal int e;  //\*\*\*\*\*\*\*\*WITHIN CLASS\*\*\*\*\*\*\*\*\*\*  public void MyBaseClassMethod()  {    a = 1;  b = 2;  c = 3;  d = 4;  e = 5;    }  }  public class MyDerivedClass : MyBaseClass  {  //\*\*\*\*\*\*\*\*\*\*\*\*DERIVED CLASS\*\*\*\*\*\*\*\*\*\*\*\*\*\*  public void MyDerivedClassMethod()  {    a = 1;  b = 2;  c = 3;  d = 4;  e = 5;    }  }  public class MyOtherClass  {  //\*\*\*\*\*\*\*\*\*\*\*OTHER CLASS\*\*\*\*\*\*\*\*\*\*\*\*\*\*  public void MyOtherClassMethod()  {  MyBaseClass mb =new MyBaseClass();    mb.a = 1;  mb.b = 2;  mb.c = 3;  mb.d = 4;  mb.e = 5;    }  }  } |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  using johneyLibrary;  //\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  // Author: JEEVITHA  //Purpose: access the modifiers OTHER ASSEMBLY  //\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  namespace publicLibrary  {  public class PublicLibraryDerivedClass : MyBaseClass  {  //\*\*\*\*\*\*\*\*\*\*\*DERIVED CLASS\*\*\*\*\*\*\*\*\*\*\*\*  public void PublicLibraryDerivedClassMethod()  {  a = 1;  b=2;  c=3;  d=4;  e=5;  }  }  public class PublicLibraryOtherClass  {  //\*\*\*\*\*\*\*\*\*\*\*\*\*OTHER CLASS\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  public void PublicLibraryOtherClassMethod()  {  MyBaseClass mb = new MyBaseClass();  mb.a = 1;  mb.b = 2;  mb.c = 3;  mb.d = 4;  mb.e = 5;  }  }  } |