

21)Bootstag/ff i have grid and i want start from after first three column? what is CFFSETS in Bootstag/f											
22/Fx00 is guest?											
23/We have div and with in five divs i have <0> tag I want to access this <0> tag in givery?											
20/Parent) Vs Parents) in journ?											
26/We use for comparison and Equal is also use for comparison? What is difference between and Equal in CE?											
27/Difference between == and === in guery?											
28/HTML97 Highlighting Selunis of HTML97											
28)If we want to animate some label how many ways to animate? CRX?											
303f we create a table and what are the method you use for crud opposition? Suppose we have 300 tables we write septates crud methods or write some genaric inethod?											
31(det vs PORT vs PUT?											
32(III) Server VII FTP Serverx?											
33/What are the disadvartages of using Store Procedure?											
SKWhat is logging? How you use logging? File Logging us Establish logging?											
30 August action to 9											

Difference between static class and singleton pattern?													
Singleno objects are stored in Heap, but static objects are stored in stack.  We can clone (File designer did not dissilw it) the singleno object, but we can not clone the static class object.  Singleno classes follow the OOP (object oriented principles), static classes do not.  We can implement an interface with a Singleno class, but classes static mortios or e.g. a C# static class) cannot.													
When to use static vs instantiated classes?													
The simplest way to consider things might be : use an instanciated class where each clopet has data on its own (like a user has a name) use a static class when it's just a tool that works on other stuff (like, for instance, a syntax converter for BB code to HTML; it doesn't have a life on its own)													
string builder vs string													
The main difference is that a StringBuilder is mutable (meaning that it can be modified), whereas a string is immutable (meaning that once it is constructed it cannot be modified).													
This difference is important for example if you are trying to create a large string from lots of smaller strings. If you use a StringBuilder you append the strings without creating a new object, giving Q(n) performance. If you use strings you create lots of intermediate strings which are immediately discarded, but all the extra copying means that it becomes an O(n2) operation.													
Example code showing the usage of each for contructing a large string from many smaller strings:													
String													
string s = ""; for (int i = 0; i < 10000; ++i)													
s += "foo";													
StringBuilder													
StringBuilder sb = new StringBuilder(); for (int i = 0, i < 10000; ++i)													
sb.Append("foo");													

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