Function Overloading

In function overloading function name is similar but activity are different.

Ex:

Void show (int)

Void show (float)

Void show (string)

In C# function overloading is used to static keyword.

Syntax – Static void show (int)

Static void show (float)

Static void show (string)

In function overloading all function is return the specific data value.

Static int show (int)

Static float show (float)

Static string show (string)

Assignment 1: Function overloading with user input.

C# Exception handling:

1. Exception is representing all type of logical error in a program.
2. Exception is a predefine class for containing all type of logical error.
3. There are following method is used to exception handling.
   1. Try catch
   2. Finally
   3. Throw
4. Try catch

It is an exception handling method returning logical error.

Syntax –

Try

{

//logic

}

Catch (exception obj)

{

//print error

}

1. Finally –

Finally statement is returning comment on computer screen.

Finally is used to after try and catch block

Syntax-

Try {}

Catch () { print exception }

Finally { Comment }

1. Throw

Throw statement is basic used to jumping any types of exception as per condition.

Throw statement is used to a specific library called text.

String Builder:

String name = “Hello”;

String Name = “World”;

String name1 = “Hello”;

Different between string and string builder?

1. String variable allocated multiple location in a computer memory.
2. String builder allocated single location in a computer memory and mange multi string at time.
3. String builder used a specific library (text).

StringBuilder sb = new StringBuilder(50); //allocate 50 character space

Sb = “Nagpur”;

StringBuilder sb1 = new StringBuilder("Welcome");

StringBuilder sb3 = new StringBuilder("Hello world",20); //20 - capacity

Method of string builder

String builder is used to index value.

Assignment – String builder to user input.

Focus Point

1. Abstract, sealed class
2. Interface
3. Inheritance
4. Params Parameter
5. Tuple
6. Function argument concept
7. Exception handling
8. Comment line
9. Dynamic variable concept
10. Throw statement

Remaining chapter:

1. Variable property (anemones property get or set method)
2. C# delegates
3. Event handling

Web Application Development –

2017 – File > new > Project > visual C# > asp.net web application > ok > Select empty option

2022 – File > new project > asp.net web application (.net framework) > create > empty > ok

.net development area –

1. Design – aspx – active server page extended
2. Source – automatically created (html format)
3. Code – using C# language (.cs)

Page creation concept

Type of page in .net application

1. Design page
2. Code page

Ex: Registration.aspx

Code page registration.cs

Ex: Contact.aspx

Contact.cs

Page identification in .net:

1. Html – index page
2. Java – index.js
3. Python – index/home.py
4. Php – index
5. .net – default.aspx

Server identification:

1. Linux server – html, java, python, php
2. Window server - .net (all version)
3. Cloud server – support both server

Hosting purpose

Directory identification:

POST – power on self-test

Linux server stating directory: www

Window server starting directory: httpdocs

URL format:

<http://domain_name.com>

(:) - server funder operator

(/) - root directory finder (www, htmldocs)

/ - application directory finder.

Abc.com – called domain

http:/httpdocs/college/erp.com