

Delegates and Event Assignments

SI	Assmt ID DotNet\Obj13	Assignment
1	A	<p>Create a C# program to simulate a banking system. Implement a delegate named TransactionDelegate that represents a method signature for performing transactions. The banking system should allow customers to deposit, withdraw, and check balance. Use the delegate to handle transactions and ensure that withdrawal transactions do not result in negative balances.</p> <p>Additional Requirement: -----</p> <ul style="list-style-type: none"> * Implement a BankAccount class with properties for account number and balance. * Create a Bank class responsible for managing bank accounts and handling transactions. * Provide a menu-driven console for customers to perform operations like deposit, withdraw, and check balance <p>Hints: -----</p> <ul style="list-style-type: none"> * Use a dictionary to store bank accounts, where the account number serves as the key. * Implement methods in the Bank class for depositing, withdrawing, and checking balance. * Use the TransactionDelegate to handle transaction logic. * Ensure proper error handling and validation for user input.
2	B	<p>Create an application that sorts or reverses (methods that take an array and returns an array) an array according to the choice of the user. Use a delegate to solve this problem. Decide the method to be invoked (sort or reverse) based on the choice of the user and invoke the delegate.</p>
3	C	<p>Create a counter that indicates rise or fall of temperature. If the temperature goes beyond 100 or below 0 then raise an event which gives the message "Critical temperature reached".</p>