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| **Day 17th Assignment**  **By**  **J Siva Naga Prasanna** |

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| **1.Research and write what is Assembly in c#?** |

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| **Assembly**   * Assembly is a unit of deployment like EXE or a DLL. It is completely self-describing and it  is a reusable, versionable , self-describing deployment unit for types and resources. * It is the primary building block of a .NET application. * Assemblies provide the infrastructure to allow the runtime to fully understand the contents of an application and to enforce the versioning and dependency rules defined by the application. |

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| **Three Types of Assemblies are available:**  **1.Private Assemblies** :  Private Assemblies are designed to be used by one application and   must reside in that application's directory or subdirectory.  2. **Shared Assemblies**: Microsoft offers the shared assembly for those components that must   be distributed. It centered around two principles. Firstly, called side-by-side execution, allows the CLR to house multiple versions of the same component on a single machine.   Secondly, termed binding, ensures that clients obtain the version of the   component they expect.  3. **Satellite Assembly**: A satellite Assembly is defined as an assembly with resources only, no executable code. |

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| **2.In a tabular format write the access modifiers and explain (as what did in the class ,create two assemblies with 3 classes in first assembles, 2 classes in other ).** |

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| **With In Assembly** | | | | **Other assembly** | | |
|  | **With In a class** | **Derived class** | **Other class** | **Derived class** | | **Other class** |
| **Public** | **Yes** | **Yes** | **Yes** | **Yes** | | **Yes** |
| **Private** | **Yes** | **No** | **NO** | **No** | | **No** |
| **Protect** | **yes** | **yes** | **No** | **yes** | | **No** |
| **internal** | **yes** | **yes** | **yes** | **No** | |  |
| **Default** | **yes** | **No** | **No** | **No** | **No** | |
| **Protected internal** | **yes** | **yes** | **yes** | **yes** | **No** | |

3 assembles

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| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  namespace SivaLibrary  {  public class MyBaseClass  {  public class MyBaseClass1  {  public int a;  private int b;  protected int c;  internal int d;  protected internal int e;    public void MyBaseClass()  {  a = 5;  b = 10;  c = 15;  d = 20;  e = 25;    }  }  public class MyDerivedClass : MyBaseClass  {  public void MyderivedClassMethod()  {  /\*  a = 5;  b = 10;  c = 15;  d = 20;  e = 25;  \*/  }  }  public class MyOtherClass  {  public void MyOtherClassMethod()  {  /\*  MyBaseClass mb = new MyBaseClass();  mb.a = 5;  mb.b = 10;  mb.c = 15;  mb.d = 20;  mb.e = 25;  \*/  }  }  }  } |

2 assembles

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| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  using SivaLibrary;  namespace PublicLibrary  {  public class MyPublicDerivedClass : MyBaseClass  {  public void MyPublicDerivedClassMethod()  {  a = 5;  b = 10;  c = 15;  d = 20;  e = 25;  }  }    public class MyPublicLibraryOtherClass  {  public void MyPublicLoibraryOtherClass()  {  MyBaseClass mb = new MyBaseClass();  mb.a = 5;  mb.b = 10;  mb.c = 15;  mb.d = 20;  mb.e = 25;  }  }  } |

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