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Advanced Web Development

Practical 2

a. Aim : Create a simple application to demonstrate the concepts of boxing and unboxing.

Code :

```
using System;
namespace awd_32
{
    class Program
    {
        static void Main()
        {
            int num = 23;
            object obj = num; //boxing
            int i = (int)obj; //unboxing
            Console.WriteLine("Value of object : "+obj);
            Console.WriteLine("Value of i : "+i);
        }
    }
}
```

Output :

```
Value of object : 23
Value of i : 23
```

b. Create a simple application to perform addition, subtraction, multiplication and division using delegate.

Code :

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
namespace awd_32
{
    delegate void MyDelegate(int x, int y);
    public class CalculatedDelegate
    {
        public static void Add(int x, int y)
        {
            Console.WriteLine("Addition = +(x+y));
        }
        public static void Sub(int x, int y)
        {
            Console.WriteLine("Subtraction = +(x-y));
        }
        public static void Mul(int x, int y)
        {
            Console.WriteLine("Multiplication = +(x*y));
        }
    }
}
```

```

    public static void Div(int x, int y)
    {
        Console.WriteLine("Division = "+(x/y));
    }
}

class Program
{
    public static void Main(string[] args)
    {
        MyDelegate obj = new MyDelegate(CalculatedDelegate.Add);
        obj(6,4);

        MyDelegate obj1 = new MyDelegate(CalculatedDelegate.Sub);
        obj1(2,5);

        MyDelegate obj2 = new MyDelegate(CalculatedDelegate.Mul);
        obj2(6,4);

        MyDelegate obj3 = new MyDelegate(CalculatedDelegate.Div);
        obj3(6,4);

        Console.WriteLine("\n");
    }
}

```

Output :

```

Addition = 10
Subtraction = -3
Multiplication = 24
Division = 1

```

c. Create a simple application to demonstrate the use of the concepts of interfaces.

Code :

```
using System;

namespace awd_32
{
    interface IFirstInterface
    {
        void myMethod(); // interface method
    }

    interface ISecondInterface
    {
        void myOtherMethod(); // interface method
    }

    // implement multiple interfaces
    class DemoClass : IFirstInterface, ISecondInterface
    {
        public void myMethod()
        {
            Console.WriteLine("Some text.");
        }

        public void myOtherMethod()
        {
            Console.WriteLine("Some other text.");
        }
    }
}
```

```
    }  
}  
  
class Program  
{  
    static void Main(string[] args)  
    {  
        DemoClass myObj = new DemoClass();  
        myObj.myMethod();  
        myObj.myOtherMethod();  
    }  
}  
}
```

Output :

```
Some text.  
Some other text.
```