# Table of components:

- **Screenshots:**
  - **Login_page**
  - **Home_page**
  - **Mobile**
  - **Laptop**
  - **Car**
  - **Books**
- **Code:**
  - **Home_page.aspx.cs**
  - **Home_page.aspx**

  - **Login_page.aspx.cs**
  - **Login_page.aspx**

  - **mobile.aspx.cs**
  - **mobile.aspx**

  - **laptop.aspx.cs**
  - **laptop.aspx**

  - **Books.aspx.cs**
  - **Books.aspx**

  - **car.aspx.cs**
  - **car.aspx**
- **Dll files:**
  - **car_lib.dll**
  - **mobile_lib.dll**
  - **Books_lib.dll**
  - **Reflection_lib.dll**

## Login_page:
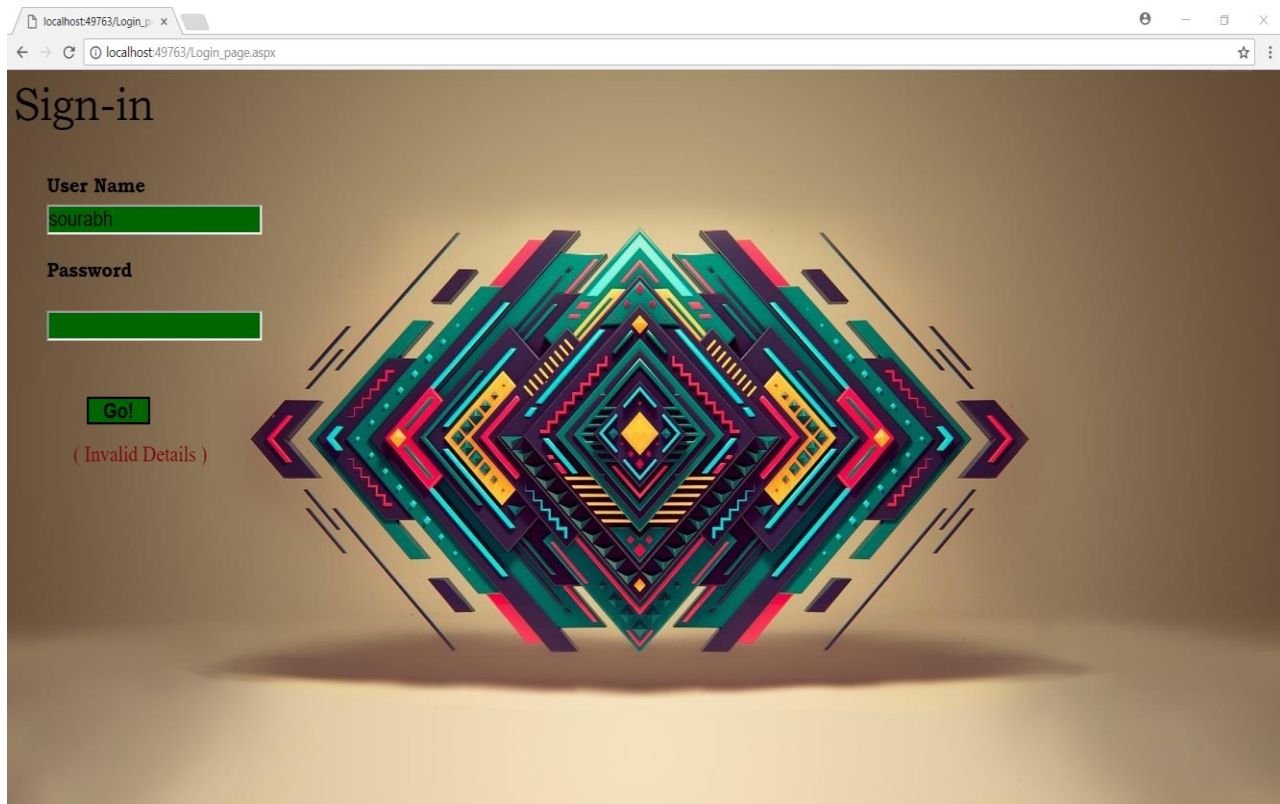


## Home_page:
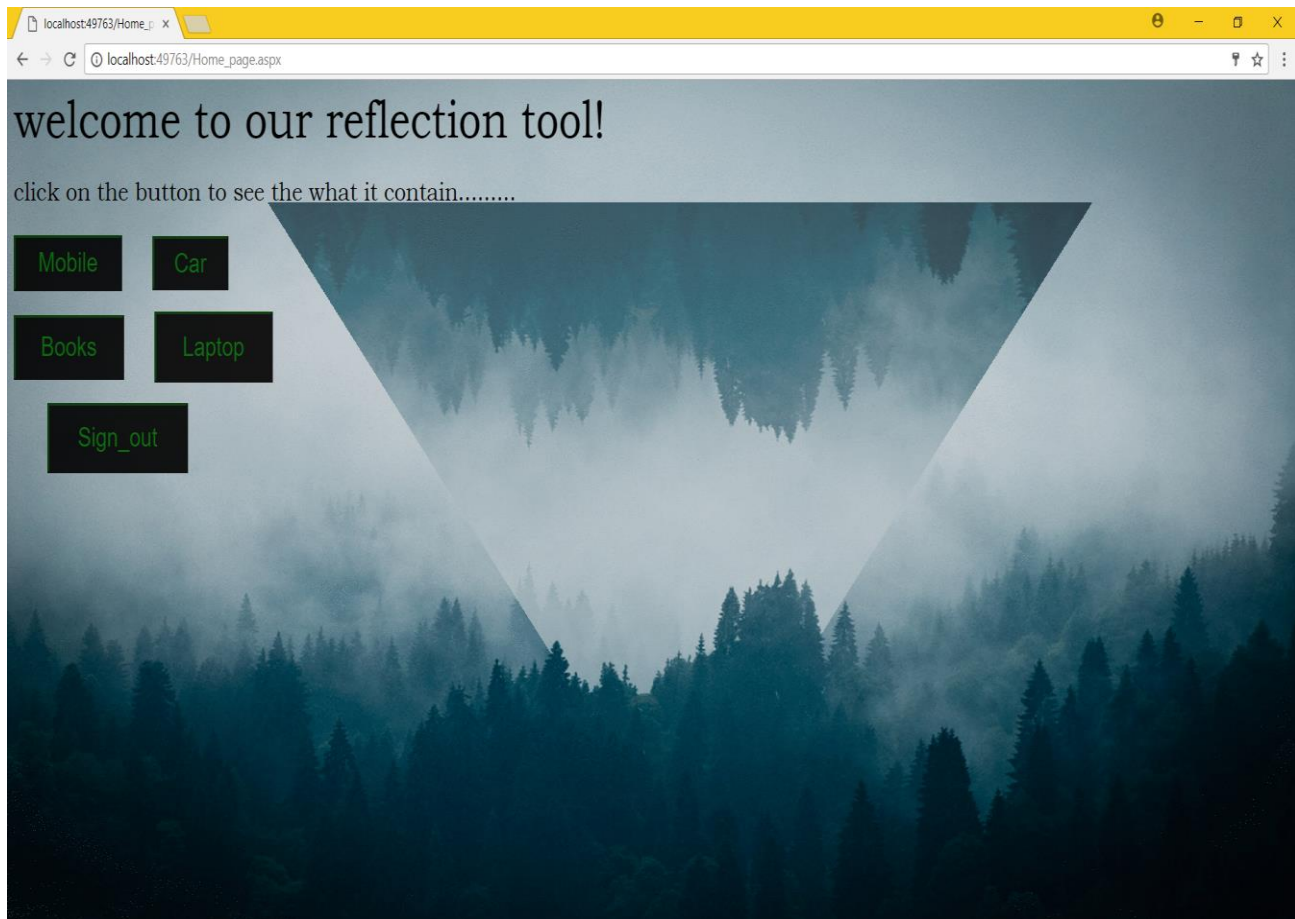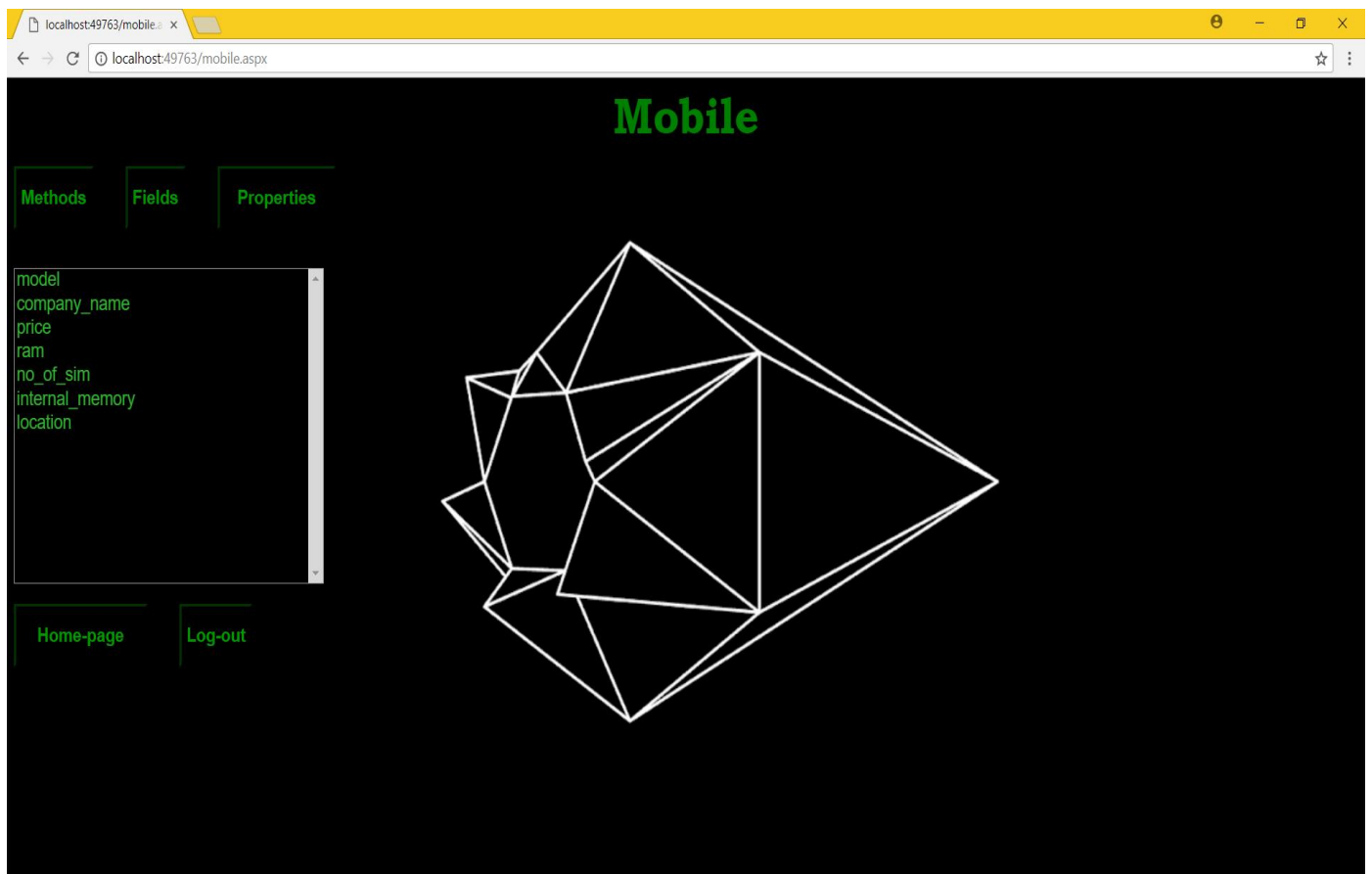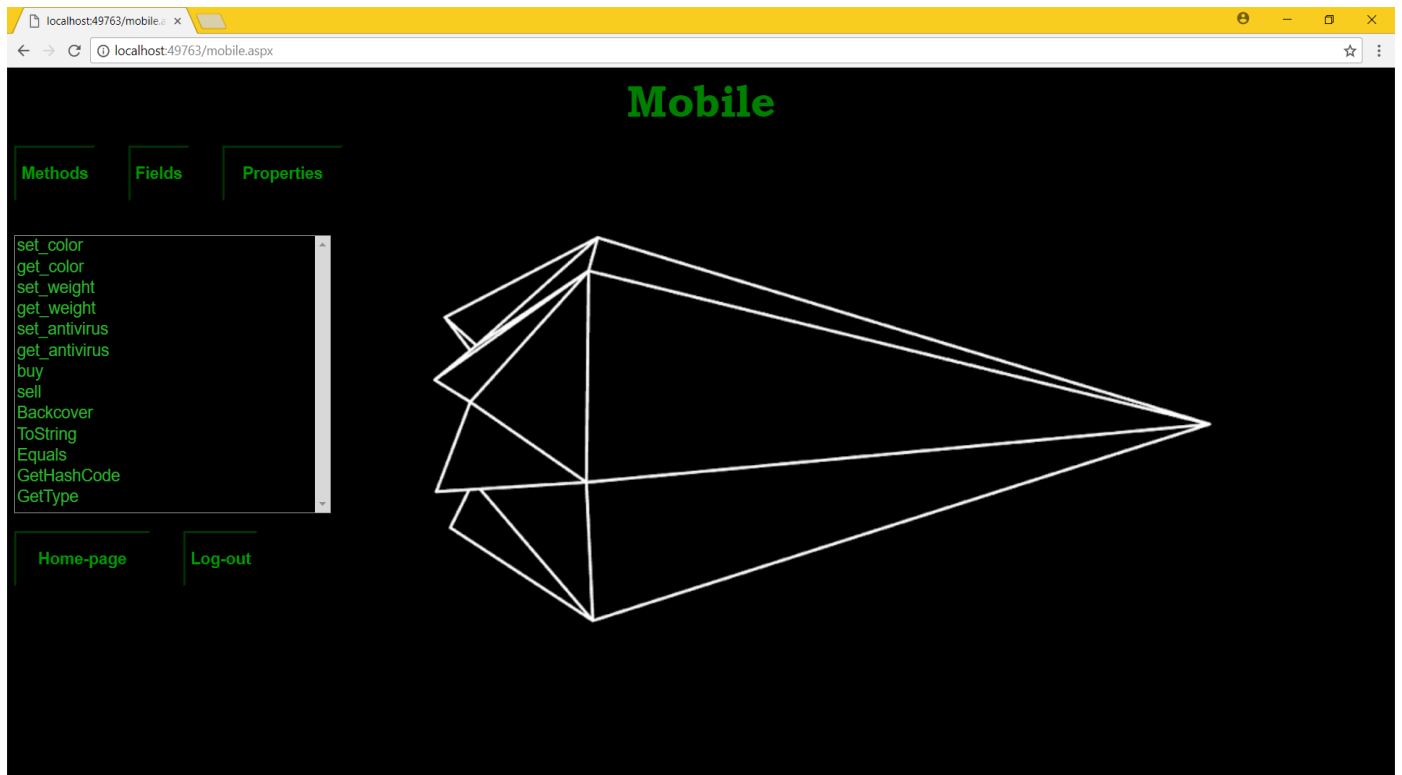
## Mobile:

## Laptop:
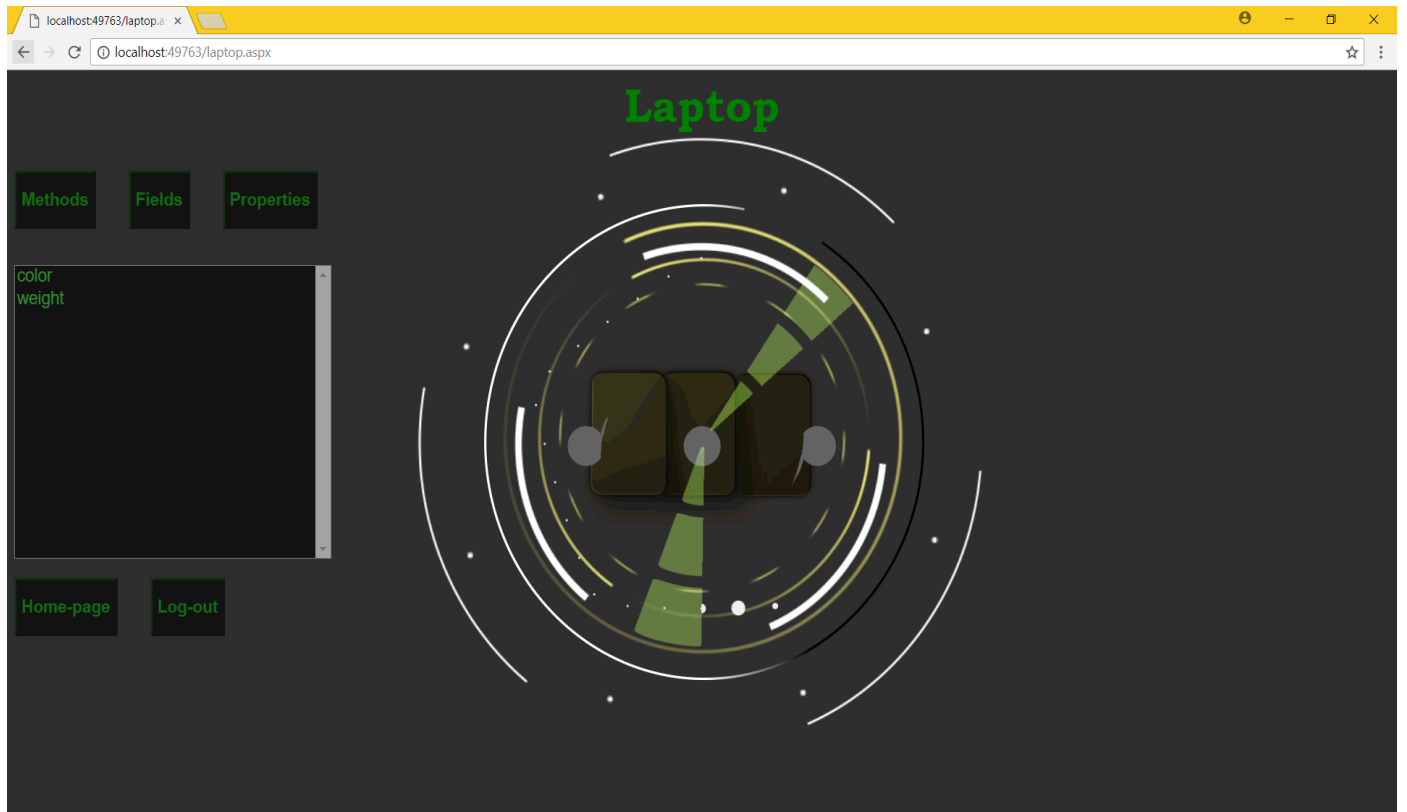
## Car:

## Books:

## Dll files used:

- car_lib.dll
- mobile_lib.dll
- Books_lib.dll
- Reflection_lib.dll

## 1. Car_lib.dll
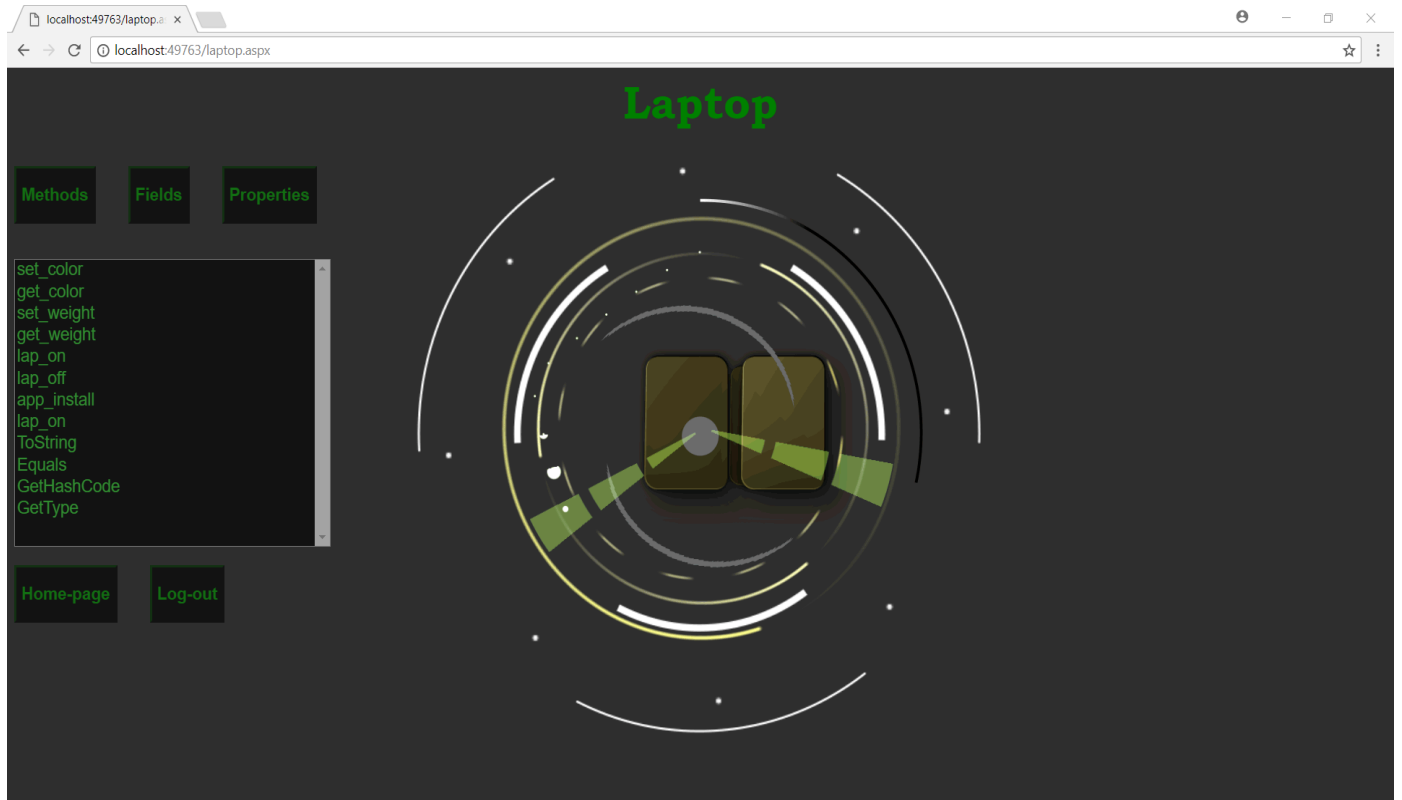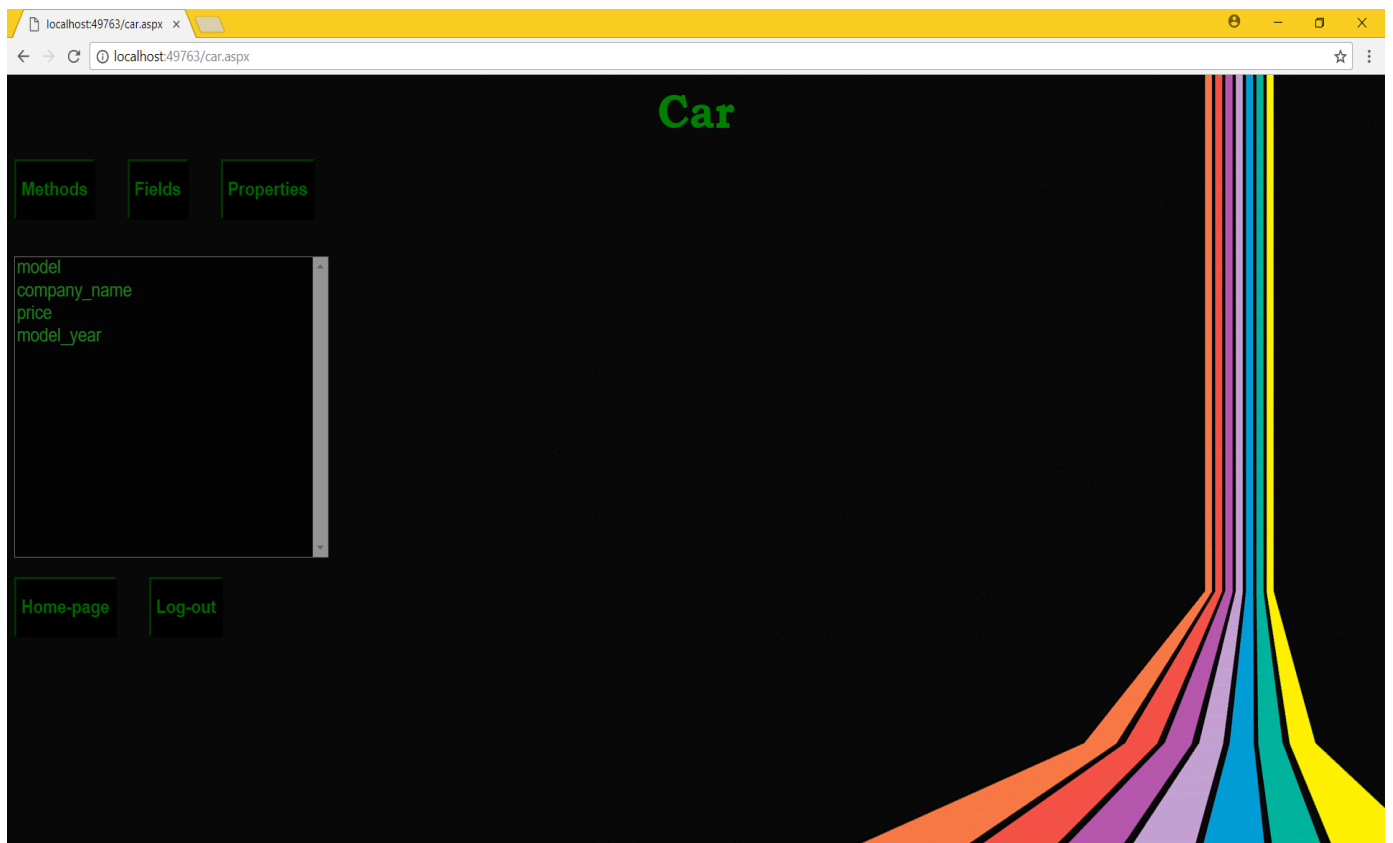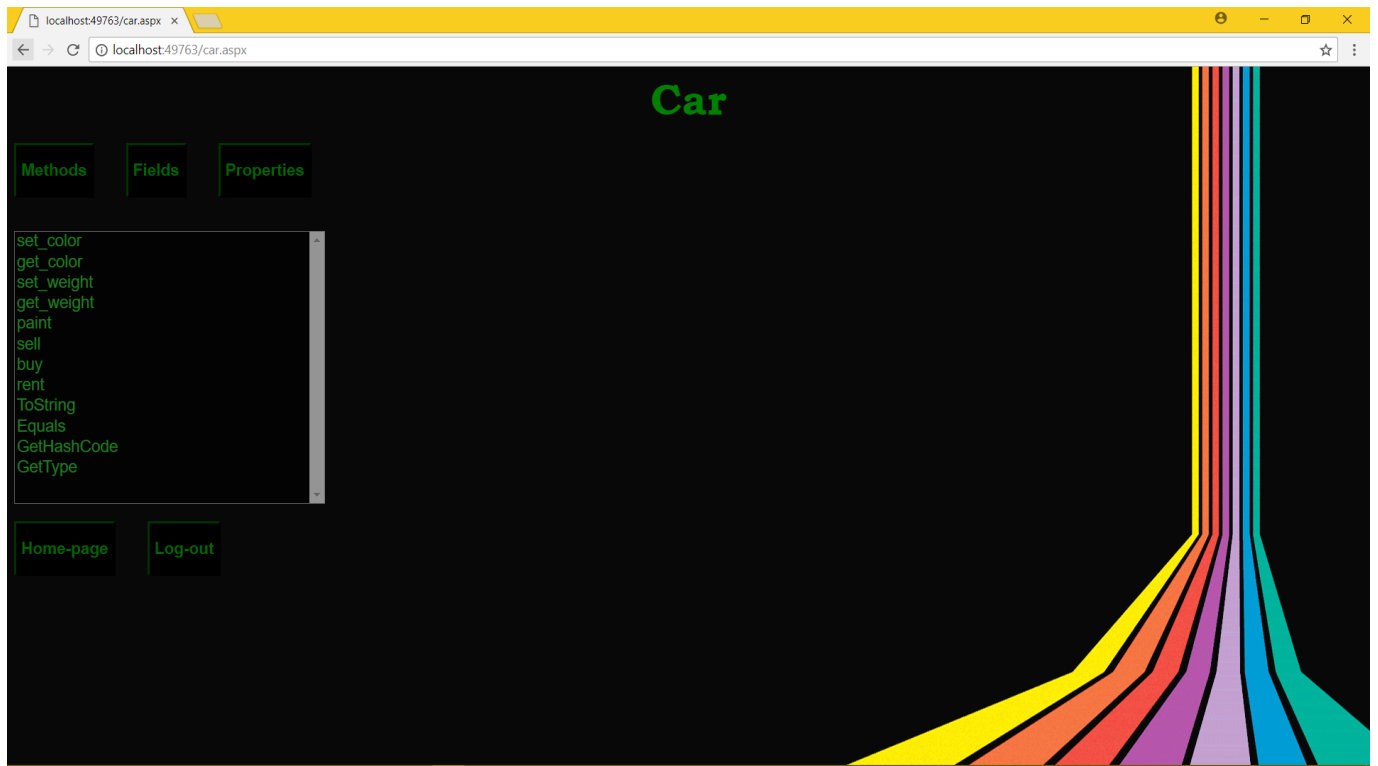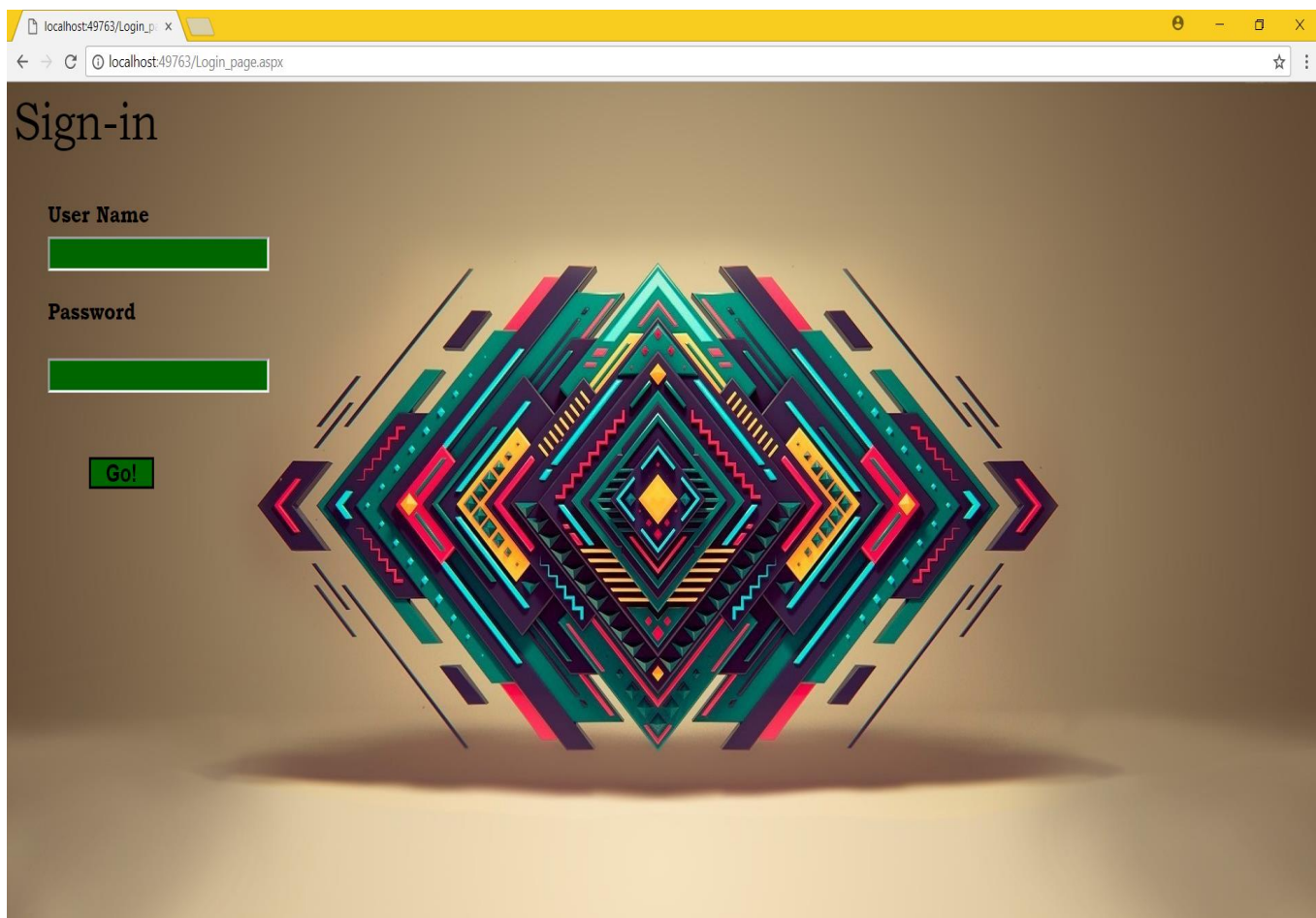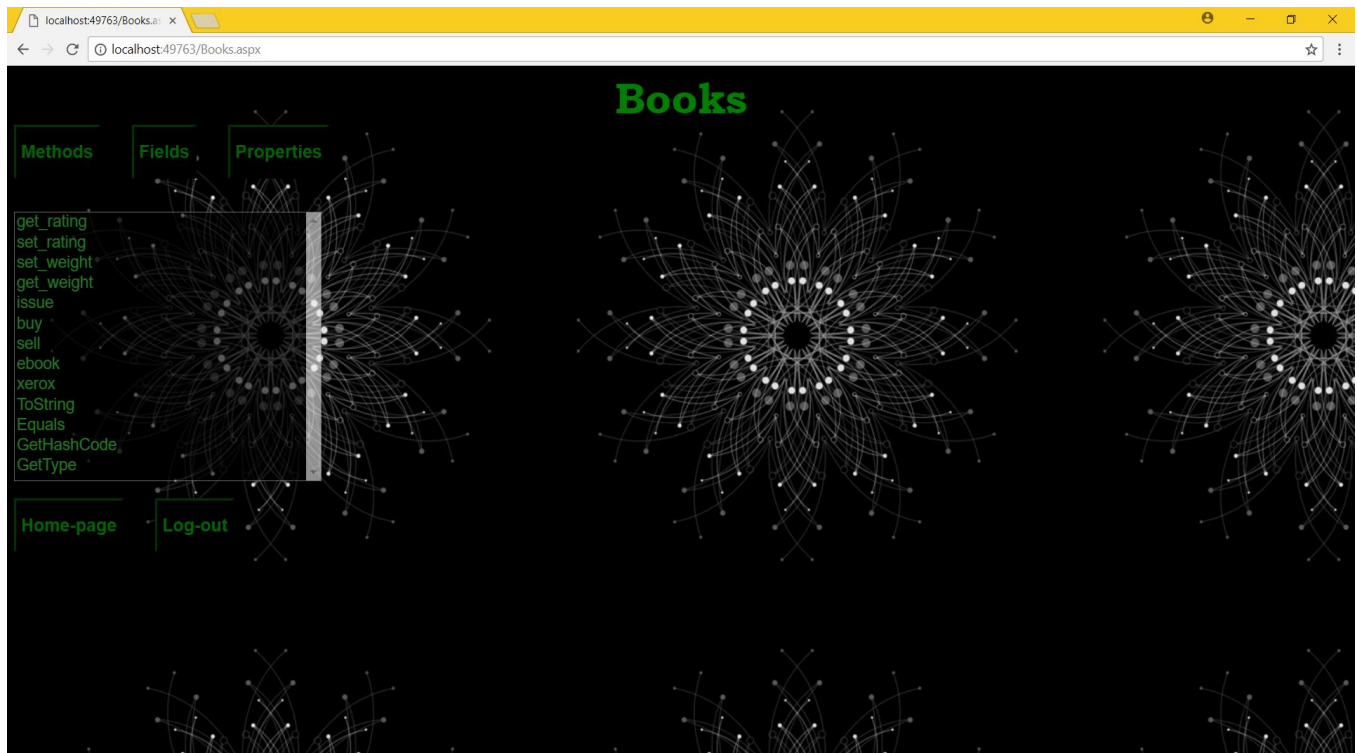
```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace car_lib
{
    public class Class1
    {
        public int model;
        public string company_name;
        public int price;
        public int model_year;
        //properties
        public string color
        {
            set { }
            get { return "ss"; }
        }
        public int weight
        {
            set { }
            get { return 0; }
        }

        //methods
        public void paint() { }
        public void sell() { }
        public void buy() { }
        public void rent() { }
    }
}
```

## 2. Mobile_lib.dll

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace mobile_lib
{
    public class Class1
    {

        public int model;
        public string company_name;
        public int price;
        public int ram;
        public int no_of_sim;
        public int internal_memory;
        public string location;
        //properties
        public string color
        {
            set { }
            get { return "Black"; }
```

```
        }
        public int weight
        {
            set { }
            get { return 0; }
        }
        public string antivirus
        {
            set { }
            get { return "Installed"; }
        }
        //methods
        public void buy() { }
        public void sell() { }
        public void Backcover() { }
    }
}
```

## 3. <u>Books_lib.dll</u>

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Books_lib
{
    public class Class1
    {
        public int no_of_pages;
        public string name;
        public string author;
        //property
        public double rating
        {
            get { return 5.0; }
            set { }
        }
        public int weight
        {
            set { }
            get { return 0; }
        }
        //methods
        public void issue() { }
        public void buy() { }
        public void sell() { }
        public void ebook() { }
        public void xerox() { }
    }
}
```

## 4. <u>Reflection_lib.dll</u>

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace reflection_lib
{
    public class Class1
    {
        public int model;
        public string company_name;
        //properties
        public string color {
            set { }
            get { return "ss"; }
        }
        public int weight
        {
```

```
        set { }
        get { return 0; }
    }
    //methods
    public void lap_on() { }
    public void lap_off() { }
    public void app_install() { }
    public void lap_on(int a, int b) { }
    }
}
```