# **ASSIGNMENT-4**

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## **CONSTRUCTOR CHAINING PROGRAM**

```
using System;
namespace constructor_chaining
{
  class Student
  {
    public int sid;
    public Student(int id)
    {
      sid=id;
      Console.WriteLine("Hey I'm inside base class");
      Console.WriteLine("I'm also in base class");
    }
  }
  class Example:Student
  {
    public Example(int id):base (id)
    {
      Console.WriteLine("Hey I'm inside derived class");
      Console.WriteLine(id);
    }
  }
```

```
class Program
{
    static void Main(string[] args)
    {
        Example obj=new Example(102);
    }
}
```

## **ABSTRACT CLASS FIRST PROGRAM**

```
using System;

namespace abstract_1
{
    abstract class absproject
    {
        public void Add(int x, int y)
        {
            Console.WriteLine("Addition of numbers is " + (x + y));
        }
        public void Sub(int x, int y)
        {
            Console.WriteLine("Substraction of numbers is " + (x - y));
        }
        public abstract void mul(int x, int y);
        public abstract void div(int x, int y);
}
```

```
class abschild : absproject
  {
    public override void mul(int i, int j)
      Console.WriteLine("Multiplication of numbers is "+(i * j));
    }
    public override void div(int i, int j)
      Console.WriteLine("Division of numbers is "+ (i / j));
    }
  }
  class Program
  {
    static void Main(string[] args)
    {
      var obj =new abschild();
      obj.Add(10,20);
      obj.mul(10,20);
      obj.Sub(20,10);
      obj.div(20,5);
    }
  }
}
```

### **ABSTRACT CLASS SECOND PROGRAM**

```
using System;
namespace abstract 2
{
  abstract class person
  {
    public string name;
    public int age;
    public abstract void connection();
  }
  class student : person
  {
    public override void connection()
      string name = this.name;
      int age = this.age;
      Console.WriteLine("Name of student is " + name);
      Console.WriteLine("Age of student is " + age);
    }
  }
  class faculty: person
  {
    public override void connection()
    {
      string name = this.name;
      int age = this.age;
      Console.WriteLine("Name of Faculty is " + name);
      Console.WriteLine("Age of Faculty is " + age);
```

```
}
class Program
{
    static void Main(string[] args)
    {
       var fac = new faculty();
       var stu = new student();
       stu.age = 25;
       stu.name = "Sukhdev";
       fac.age = 45;
       fac.name = "Sandeep Sir";
       stu.connection();
       fac.connection();
    }
}
```

## **INTERFACE FIRST PROGRAM**

```
using System;
namespace interface_1
{
  interface Ifirst
  {
    void add(int a,int b);
  }
  interface Isecond:Ifirst
  {
    void sub(int a,int b);
  }
  class test:Ifirst, Isecond
    public void add(int a,int b)
      Console.WriteLine("Addition of two numbers is "+(a+b));
    }
    public void sub(int a,int b)
    {
      Console.WriteLine("substraction of two numbers is "+(a-b));
    }
  }
  class interfaces
  {
    static void Main(string[] args)
    {
```

```
var obj=new test();
    obj.add(10,20);
    obj.sub(70,50);
}
```

# **INTERFACE SECOND PROGRAM**

```
using System;
namespace interface_2
{
  interface Istudent
    public void branch();
  }
  class college:Istudent
  {
    public void branch()
    {
      Console.WriteLine("I'm from computer science branch");
    }
  }
  class Program
  {
    static void Main(string[] args)
      var obj=new college();
      obj.branch();
```

```
}
}
}
```

# **INTERFACE THIRD PROGRAM**

```
using System;
namespace interface_3
{
  interface Icustomer
    public void print1();
  }
  interface Ishopkeeper
    public void print2();
  }
  public class test:Icustomer
  {
    public void print1()
    {
      System.Console.WriteLine("Hey I'm defining the funtion inside I customer interface");
    }
  }
  class Program
  {
    static void Main(string[] args)
    {
```

```
var obj=new test();
obj.print1();
}
}
```

# **PROGRAM DEMONSTRATING STRUCTURE**

```
using System;
namespace struct_demo
{
  struct Mystructure
  {
    //public int i;
    //int i=10; it will give error in structures but it will run in the case of classes
    public string name;
    public int id;
    public Mystructure(string n, int id)
    {
      name=n;
      this.id=id;
    }
    public void display()
    {
      System.Console.WriteLine(name);
      System.Console.WriteLine(id);
    }
  }
  class Program
```

```
static void Main(string[] args)
{
    Mystructure m1=new Mystructure("sukhdev",100);
    m1.display();
    //m1.i=10;
    //if we are not initializing value of i then it will give error when we are not using the new keyword then need to initialize data member explicitly
    }
}
```

# PROGRAM DEMONSTRATING ENUM (USER DEFINED DATA TYPE)

```
using System;
namespace enum_demo
{
    public enum days //enum is user defined data type
    {
        Monday,
        Tuesday,
        Wednesday,
        Thursday,
        Friday
    }
    class test
```

```
{
    static void Main()
    {
        for(int i=0;i<=4;i++)
        {
            days d=(days)i;
            Console.WriteLine(d);
        }
    }
}</pre>
```

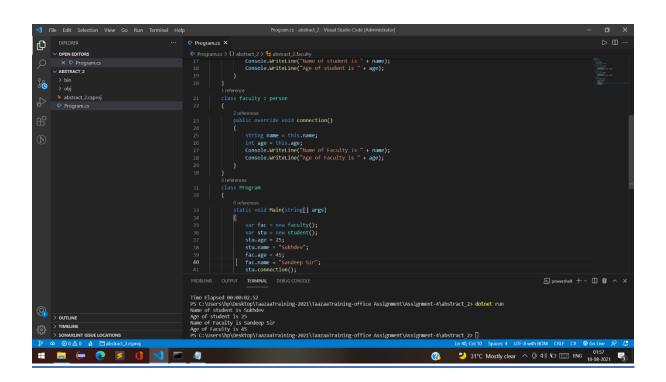
# **SCREENSHOTS**

```
| Programs | Constitution | Constitu
```

**CONSTRUCTOR CHAINING** 

```
| Control | Figure |
```

### **ABSTRACT\_1**



#### **ABSTRACT 2**

```
| Secretion | Vew | Go | Run | Terminal | New |
```

### **ABSTRACT 3**

**INTERFACE\_1** 

```
DEFORM COURSE | Programs | Progra
```

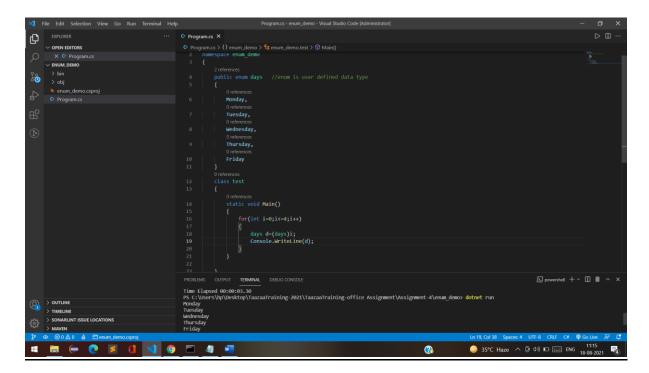
# **INTERFACE\_2**

```
| The Edit Selection View Go Run Reminal Help Programs > Programs
```

**INTERFACE\_3** 

```
| The field Selection View Go Run | Nemmand |
```

### **STRUCT\_DEMO**



**ENUM\_DEMO**