DAY 16 : Assignment By Vihar D.

Assignment 1

Write a C# code to print Hello World using object oriented approach.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
namespace helloworld_oop
  class HelloWorld
    public void PrintText()
       Console.WriteLine("Hello World***!!");
  internal class Program
    static void Main(string[] args)
      HelloWorld helloWorld = new HelloWorld();
      helloWorld.PrintText();
```

Write a C# code to read and print factorials of a given number using an object oriented approach.

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

namespace read_print_fact_oop
{
    class Factorial
    {
        int input;

        //Reading input
        public int ReadInput()
        {
            Console.Write("\nEnter a number : ");
            input = int.Parse(Console.ReadLine());
            return input;
        }
}
```

```
//Returning the factorial
public int PrintFact()
{
    int fact = 1;
    for(int i = 1 ; i <= input; i++)
    {
        fact *= i;
    }
    return fact;
}
internal class Program
{
    static void Main(string[] args)
    {
        Factorial fact = new Factorial();
        int input = fact.ReadInput();
        Console.WriteLine("\nFactorial of {0} is : {1} ", input, fact.PrintFact());
        Console.ReadKey();
}
</pre>
```

```
C:\WINDOWS\system32\cmd.exe — X

Enter a number : 6

Factorial of 6 is : 720

Press any key to continue . . .
```

Assignment 3 For the console app created for task 2, screenshot the .exe file path Answer: Debug ① New ~ ↑ Sort ~ ■ View ~ C C:\Assignments_NH_Vihar\Day 16\helloworld_oop\helloworld_oop\bin\Debug Date modified Туре This PC 15-Feb-22 6:02 AM helloworld_oop.exe Application Desktop 15-Feb-22 5:58 AM helloworld_oop.exe.config Configuration Source File Documents helloworld_oop.pdb 15-Feb-22 6:02 AM Program Debug Database ↓ Downloads Music Pictures

Assignment 4

3 items |

Create a class library project with VDLibrary. Paste screenshots of .dll file.

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

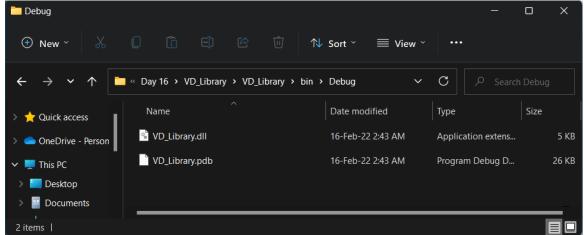
namespace VD_Library
{
   public class Maths
   {
     int input;

     //Reading input
   public int ReadInput()
```

```
{
    Console.Write("\nEnter a number : ");
    input = int.Parse(Console.ReadLine());
    return input;
}

//Returning the factorial
public int PrintFact()
{
    int fact = 1;
    for (int i = 1; i <= input; i++)
    {
        fact *= i;
    }
    return fact;
}
</pre>
```

<u>.dll file path</u> :



<u>Duplicate file on desktop</u>:



Create a class library with 3 classes and refer all the classes into one console application.

```
VD_Library (Console App) :
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using VD_Library;
namespace three_class_refer
  internal class Program
    static void Main(string[] args)
      //Mathematics Class
      Console.WriteLine("\n Mathematics modulus and factorial");
      Console.WriteLine("----");
      Console.WriteLine("\n\n Calculate modulus : ");
      Mathematics m = new Mathematics();
      Console.WriteLine(m.Modulus());
      Console.WriteLine("\n\nCalculate factorial: ");
      m.ReadInput();
      Console.WriteLine(m.PrintFact());
      //Chemistry Class
      Console.WriteLine("\n\n Chemical Compositions");
      Console.WriteLine("----");
      Chemistry c = new Chemistry();
      Console.WriteLine("\n Benzene composition : ");
      c.GetBenzene();
      Console.WriteLine("\n Water composition : ");
      c.GetWater();
      Console.WriteLine("\n Methane composition : ");
      c.GetMethane();
```

```
//Physics Class
       Console.WriteLine("\n\n Physics FinalVelocity");
       Console.WriteLine("-----");
       int u = 5;
       int a = 7;
       int t = 10;
       var p = new Physics();
       //var v = p.FinalVelocity(u, a, t);
       Console.WriteLine(p.FinalVelocity(u, a, t));
       Console.ReadLine();
1) Mathematics.cs:
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
namespace VD_Library
  public class Mathematics
    int a, b, input;
    //Modulus
    public int Modulus()
       Console.Write("\n Enter a : ");
       a = Convert.ToInt32(Console.ReadLine());
       Console.Write("\n Enter b : ");
       b = Convert.ToInt32(Console.ReadLine());
       int x = a \% b;
       //Console.WriteLine(x);
       return x;
    //Factorial
```

```
//Reading input
    public int ReadInput()
       Console.Write("\n Enter a number : ");
       input = int.Parse(Console.ReadLine());
       return input;
    //Returning the factorial
    public int PrintFact()
       int fact = 1;
       for (int i = 1; i <= input; i++)
         fact *= i;
       //Console.WriteLine(fact);
       return fact;
2) Chemistry.cs :
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
namespace VD_Library
  public class Chemistry
    public string GetBenzene()
       Console.WriteLine("C6H6");
       return "C6H6";
    public string GetWater()
```

```
Console.WriteLine("H2O");
       return "H2O";
    public string GetMethane()
       Console.WriteLine("CH4");
       return "CH4";
3) Physics.cs:
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
namespace VD_Library
  public class Physics
    public int FinalVelocity(int u, int a, int t)
       int v = u + a * t;
       Console.WriteLine("\n Final Velocity: ", v);
       return v;
```

Output: C:\WINDOWS\system32\cmd.exe — Mathematics modulus and factorial Calculate modulus : Enter a : 27 Enter b : 5 Calculate factorial : Enter a number : 6 720 Chemical Compositions Benzene composition : C6H6 Water composition : Methane composition : Physics FinalVelocity Final Velocity : Press any key to continue \dots

Write a C# code to print the multiplication table of a given number using an object oriented approach.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
namespace multi_table_oop
  class MultiTable
    int input;
    public int ReadData()
       Console.WriteLine("\n Enter a number : ");
       input = Convert.ToInt32(Console.ReadLine());
       Console.WriteLine("\n*****Multiplication Table of {0}******", input);
       return input;
    public void PrintData()
       for (int i = 1; i <= 10; i++)
          Console.WriteLine("{0} x {1} = {2}", input, i, input * i);
  internal class Program
    static void Main(string[] args)
       MultiTable mt = new MultiTable(); //Creating object
       mt.ReadData(); //Reading Input
       mt.PrintData(); //Getting Output
       Console.ReadLine();
```

Write a C# code to check if the given number is a palindrome or not using object oriented approach.

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

namespace palindrome_oop
{
    class Palindrome
    {
        int input;
        public int ReadData()
        {
            Console.WriteLine("\n***** Palindrome or Not *****");
```

```
Console.WriteLine("\n Enter a number : ");
     input = Convert.ToInt32(Console.ReadLine());
     return input;
  public bool Palin()
     int rev = 0, r, x;
     x = input;
     while(x>0)
       r = x \% 10;
       x /= 10;
       rev = rev * 10 + r;
     if (input == rev)
       return true;
     else
       return false;
internal class Program
  static void Main(string[] args)
     Palindrome pal = new Palindrome();
     int input = pal.ReadData();
     bool Palin = pal.Palin();
     if(Palin == true)
       Console.WriteLine("\n Yes, its a palindrome.");
     else
       Console.WriteLine("\n Its not a Palindrome.");
     Console.ReadLine();
```

Create a solution "MyProject" with 2 class libraries and 1 console application.

```
ClientApp(console application):
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using VD_Library;
using Public_Library;
namespace ClientApp
  internal class Program
    static void Main(string[] args)
       //Mathematics
       Console.WriteLine("\n -----Mathematics-----");
       Console.Write("\n Factorial of 5 = ");
         Mathematics.Factorial(5);
       Console.Write("\n Sum of 20 + 10 = ");
         Mathematics.Add(20, 10);
       Console.Write("\n Product of 25 x 5 = ");
         Mathematics.Mult(25, 5);
       //Physics
       Console.WriteLine("\n -----Physics-----");
       Console.Write("\n Final velocity = ");
         Physics.FinalVelocity(5, 5, 5);
       Console.Write("\n Energy = ");
       Physics.Energy(10, 3);
       //Chemistry
       Console.WriteLine("\n -----Chemistry-----");
       Console.Write("\n Benzene = ");
         Chemistry.Benzene();
       Console.Write("\n Methane = ");
         Chemistry.Methane();
       Console.Write("\n Water = ");
         Chemistry.Water();
       Console.ReadLine();
```

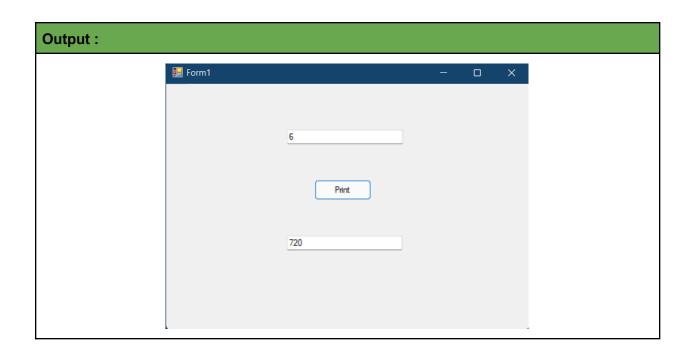
```
VD Library ( Mathematics ) :
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
namespace VD_Library
  public static class Mathematics
    public static int Factorial(int n)
       int fact = 1;
       for (int i = 1; i <= n; i++)
          fact *= i;
       Console.WriteLine(fact);
       return fact;
    public static int Add(int a, int b)
       int sum = a + b;
       Console.WriteLine(sum);
       return a + b;
    public static int Mult(int a, int b)
       int mult = a * b;
       Console.WriteLine(mult);
       return a * b;
<u>Public Library (Physics):</u>
using System;
```

```
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
namespace Public_Library
  public static class Physics
    public static int FinalVelocity(int u, int a, int t)
       int v = u + a * t;
       Console.WriteLine(v);
       return v;
    public static int Energy(int m, int c)
       double C = c * c;
       double e = m * C;
       Console.WriteLine(e);
       return (int)e;
Public Library (Chemistry):
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
namespace Public_Library
  public static class Chemistry
    public static string Benzene()
       Console.WriteLine("C6H6");
       return "C6H6";
    public static string Methane()
```

```
{
    Console.WriteLine("CH4");
    return "CH4";
}
public static string Water()
{
    Console.WriteLine("H2O");
    return "H2O";
}
}
```

Create a solution "MyProject" with 2 class libraries and 1 windows forms application. (solution referred to assignment 8)

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;
using VD_Library;
using Public_Library;
namespace factorial_desktop_form_app
  public partial class Form1 : Form
    public Form1()
       InitializeComponent();
    private void button1_Click(object sender, EventArgs e)
      int x = Convert.ToInt32(textBox1.Text);
       int fact = Mathematics.Factorial(x);
      textBox2.Text = fact.ToString();
```



Research and write about the uses of partial classes and write a code example and paste screenshots.

Answer:

Uses of Partial classes in C#:

- A partial class provides a special ability to implement the functionality of a single class into multiple files and those files are combined into a single class file when the application is compiled.
- The partial class is mainly used to allow splitting of a class definition across multiple files.

CODE:

math1.cs;

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

namespace VD_Library
{
    public static partial class math1
    {
        public static int Add(int a, int b)
        {
            int sum = a + b;
            Console.WriteLine(sum);
            return sum;
        }
        public static int Mult(int a, int b)
        {
            int mult = a * b;
            Console.WriteLine(mult);
            return mult;
        }
    }
}
```

```
math2.cs;
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace VD_Library
{
    public static partial class math2
    {
        public static int Factorial(int x)
        {
            int fact = 1;
            for(int i = 1; i <= x; i++)
            {
                 fact *= i;
            }
            return fact;
        }
}</pre>
```

