

# .Net Programming

## Assingment-4

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### Question 1:

#### Vaccumcleanerclass.dll

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

namespace vaccumcleanerclass
{
    public class vaccum
    {
        public string vname, vmodel;
        public int vnumber;
        public vaccum()
        {

        }
        public string name
        {
            set { vname = value; }
            get { return vname; }
        }
        public string model
        {
            set { vmodel = value; }
            get { return vmodel; }
        }
        public int number
        {
            set { vnumber = value; }
            get { return vnumber; }
        }
        public void vaccumon()
        {
        }
        public void vaccumoff()
        {
        }
        public void charge()
        {
        }
    }
}
```

## VaccumCleaner-Console Application:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using vaccumcleanerclass;
using Microsoft.Win32;
using System.Reflection;

public delegate void sd(object obj);

namespace vaccumcleaner
{
    public class reflect
    {
        public int mcount=0,pmcount=0,fcoun=0,pcoun=0,ccoun=0,icoun=0;
        RegistryKey rk;
        public reflect()
        {
            rk = Registry.CurrentUser.OpenSubKey("Software\\Microsoft\\vaccumcleaner",
true);
            if (rk == null)
            {
                rk =
Registry.CurrentUser.CreateSubKey("Software\\Microsoft\\vaccumcleaner");
            }
        }
        public void get_m(object obj)
        {
            Type t = obj.GetType();
            MethodInfo[] mi = t.GetMethods();
            foreach (MethodInfo m in mi)
            {
                Console.WriteLine("Method Names:{0}", m.Name);
                mcount++;
                ParameterInfo[] pi = m.GetParameters();
                foreach (ParameterInfo p in pi)
                {
                    Console.WriteLine("Parameter Name:{0}", p.Name);
                    pmcount++;
                    Console.WriteLine("Parameter Position:{0}", p.Position);
                    Console.WriteLine("Parameter Type:{0}", p.ParameterType);
                    Console.WriteLine("parameter Member:{0}", p.Member);
                    Console.WriteLine("Parameter Raw Default Value:{0}",
p.RawDefaultValue);
                }
                rk.SetValue("Parameter", pmcount);
            }
            rk.SetValue("Method", mcount);
        }
        public void get_f(object obj)
        {
            Type t = obj.GetType();
            FieldInfo[] fi = t.GetFields();
            foreach (FieldInfo f in fi)
```

```

    {
        Console.WriteLine("Fields Names:{0}", f.Name);
        fcount++;
    }
    rk.SetValue("Fields", fcount);
}
public void get_p(object obj)
{
    Type t = obj.GetType();
    PropertyInfo[] ppi = t.GetProperties();
    foreach (PropertyInfo p in ppi)
    {
        Console.WriteLine("Property names:{0}", p.Name);
        pcount++;
    }
    rk.SetValue("Properties", pcount);
}
public void get_c(object obj)
{
    Type t = obj.GetType();
    ConstructorInfo[] ci = t.GetConstructors();
    foreach (ConstructorInfo c in ci)
    {
        Console.WriteLine("Constructor Names:{0}", c.Name);
        ccount++;
    }
    rk.SetValue("Constructor", ccount);
}
public void get_i(object obj)
{
    Type t = obj.GetType();
    Type[] ti = t.GetInterfaces();
    foreach (Type o in ti)
    {
        Console.WriteLine(o.Name);
        MethodInfo[] mi = o.GetMethods();
        foreach (MethodInfo m in mi)
        {
            Console.WriteLine("Interface Method Names:{0}", m.Name);
            icount++;
        }
        FieldInfo[] fi = o.GetFields();
        foreach (FieldInfo f in fi)
        {
            Console.WriteLine("Interface Fields Names:{0}", f.Name);
        }
        PropertyInfo[] ppi = t.GetProperties();
        foreach (PropertyInfo p in ppi)
        {
            Console.WriteLine("Interface Property Names:{0}", p.Name);
        }
        ConstructorInfo[] ci = t.GetConstructors();
        foreach (ConstructorInfo c in ci)
        {
            Console.WriteLine("Interface Constructor Names:{0}", c.Name);
        }
        rk.SetValue("Interface", icount);
    }
}
public void get_oth(object obj)
{
    Type t = obj.GetType();
    Console.WriteLine("Is Class:{0}", t.IsClass);
    Console.WriteLine("Is Abstract:{0}", t.IsAbstract);
}

```

```

        Console.WriteLine("Is Sealed:{0}", t.IsSealed);
        Console.WriteLine("Is Serializable:{0}", t.IsSerializable);
        Console.WriteLine("Is Array:{0}", t.IsArray);
        Console.WriteLine("Is Interface:{0}", t.IsInterface);
        Console.WriteLine("Is Nested Private:{0}", t.IsNestedPrivate);
        Console.WriteLine("Is Nested Public:{0}", t.IsNestedPublic);
        Console.WriteLine("Is Value Type:{0}", t.IsValueType);
        Console.WriteLine("Is Enum:{0}", t.IsEnum);
    }
}

class Program
{
    static void Main(string[] args)
    {
        vaccum v = new vaccum();
        reflect g = new reflect();
        Console.WriteLine("1.Enter to display Methods");
        Console.WriteLine("2.Enter to display Constructors");
        Console.WriteLine("3.Enter to display Fields");
        Console.WriteLine("4.Enter to display Properties");
        Console.WriteLine("5.Enter to display Interface");
        Console.WriteLine("6.Enter to display other");
        Console.WriteLine("7.Enter to display All");

        Console.WriteLine("Enter your choice:");
        int ch = Convert.ToInt32(Console.ReadLine());

        switch (ch)
        {
            case 1:
                g.get_m(v);
                break;
            case 2:
                g.get_c(v);
                break;
            case 3:
                g.get_f(v);
                break;
            case 4:
                g.get_p(v);
                break;
            case 5:
                g.get_i(v);
                break;
            case 6:
                g.get_oth(v);
                break;
            case 7:
                g.get_m(v);
                g.get_f(v);
                g.get_p(v);
                g.get_c(v);
                g.get_i(v);
                g.get_oth(v);
                break;
            default:
                Console.WriteLine("Invalid choice");
        }
    }
}

```

```

        break;
    }
    Console.ReadKey();
}
}
}

```

## Output:

```

C:\WINDOWS\system32\cmd.exe
1.Enter to display Methods
2.Enter to display Constructors
3.Enter to display Fields
4.Enter to display Properties
5.Enter to display Interface
6.Enter to display other
7.Enter to display All
Enter your choice:
7
Method Names:set_name
Parameter Name:value
Parameter Position:0
Parameter Type:System.String
parameter Member:Void set_name(System.String)
Parameter Raw Default Value:
Method Names:get_name
Method Names:set_model
Parameter Name:value
Parameter Position:0
Parameter Type:System.String
parameter Member:Void set_model(System.String)
Parameter Raw Default Value:
Method Names:get_model
Method Names:set_number
Parameter Name:value
Parameter Position:0
Parameter Type:System.Int32
parameter Member:Void set_number(Int32)
Parameter Raw Default Value:
Method Names:get_number
Method Names:vaccum
Method Names:vaccumoff
Method Names:charge
Method Names:ToString
Method Names:Equals
Parameter Name:obj
Parameter Position:0
Parameter Type:System.Object
parameter Member:Boolean Equals(System.Object)
Parameter Raw Default Value:
Method Names:GetHashCode
Method Names:GetType
Fields Names:vname
Fields Names:vmodel
Fields Names:vnumber
Property names:name
Property names:model
Property names:number
Constructor Names:ctor
Is Class:True

```

```
C:\WINDOWS\system32\cmd.exe
Parameter Name:value
Parameter Position:0
Parameter Type:System.String
parameter Member:Void set_name(System.String)
Parameter Raw Default Value:
Method Names:get_name
Method Names:set_model
Parameter Name:value
Parameter Position:0
Parameter Type:System.String
parameter Member:Void set_model(System.String)
Parameter Raw Default Value:
Method Names:get_model
Method Names:set_number
Parameter Name:value
Parameter Position:0
Parameter Type:System.Int32
parameter Member:Void set_number(Int32)
Parameter Raw Default Value:
Method Names:get_number
Method Names:vaccum
Method Names:vaccumoff
Method Names:change
Method Names:ToString
Method Names:Equals
Parameter Name:obj
Parameter Position:0
Parameter Type:System.Object
parameter Member:Boolean Equals(System.Object)
Parameter Raw Default Value:
Method Names:GetHashCode
Method Names:GetType
Fields Names:vname
Fields Names:vmodel
Fields Names:vnumber
Property names:name
Property names:model
Property names:number
Constructor Names:.ctor
Is Class:True
Is Abstract:False
Is Sealed:False
Is Serializable:False
Is Array:False
Is Interface:False
Is Nested Private:False
Is Nested Public:False
Is Value Type:False
Is Enum:False
Press any key to continue . . . .
```

File Explorer window showing the file structure of a .NET lab assignment. The left pane shows the file explorer with the following items:

- Downloads
- Documents
- Desktop
- Pictures
- Google Drive
- .net lab assignment
- 02\_code
- Screenshots
- Softcomputing proj
- Creative Cloud Files
- Dropbox
- This PC
- 3D Objects
- Desktop
- Documents
- Downloads
- Music
- Pictures
- Videos
- Windows (C:)
- RECOVERY (D:)
- killer (F:)
- Network

The right pane shows the Registry Editor window, displaying the path `Computer\HKEY_CURRENT_USER\Software\Microsoft\vacuumcleaner`. The registry values are as follows:

Name	Type	Data
(Default)	REG_SZ	(value not set)
Constructor	REG_DWORD	0x00000001 (1)
Field	REG_DWORD	0x00000003 (3)
Interface	REG_DWORD	0x00000000 (0)
Method	REG_DWORD	0x0000000d (13)
Parameter	REG_DWORD	0x00000004 (4)
Properties	REG_DWORD	0x00000003 (3)