### Visual Studio 2022 Overview

Visual Studio 2022 is a modern, 64-bit IDE designed for efficient and powerful development of applications across platforms.

## **Key Highlights**

* **64-bit Support**: Handles larger projects and solutions without performance issues.
* **Hot Reload**: Modify .NET or C++ apps while debugging without restarting.
* **Git Integration**: Built-in tools for branching, committing, and collaboration.
* **AI-Assisted Development**: IntelliCode provides smart code suggestions.
* **Cross-Platform Development**: Build apps for Windows, macOS, Android, iOS, and Linux.

## **Essential Shortcuts**

| **Action** | **Shortcut** |
| --- | --- |
| Open Solution Explorer | Ctrl + Alt + L |
| Build Solution | Ctrl + Shift + B |
| Start Debugging | F5 |
| Stop Debugging | Shift + F5 |
| Step Into (Debugging) | F11 |
| Step Over (Debugging) | F10 |
| Find and Replace | Ctrl + F / Ctrl + H |
| Go to Definition | F12 |
| Quick Actions (Refactor) | Ctrl + . |
| Open Terminal | Ctrl + (backtick) |
| Toggle Comment | Ctrl + K, Ctrl + C |
| Uncomment Code | Ctrl + K, Ctrl + U |
| Format Document | Ctrl + K, Ctrl + D |
| Navigate to File/Type/Symbol | Ctrl + T |
| Show IntelliSense Suggestions | Ctrl + Space |
| Close Active Tab | Ctrl + F4 |

## **Important Features**

* **IntelliSense**: Smart code completion and hints for faster development.
* **Live Share**: Real-time collaboration with teammates for editing and debugging.
* **Performance Profiler**: Analyze and optimize application performance.
* **Azure Integration**: Seamless deployment to Azure cloud.

## **Customization Tips**

* **Change Theme**: Tools > Options > Environment > General > Color Theme.
* **Extensions**: Install tools like ReSharper or Prettier from the Extensions Marketplace.
* **Keyboard Mapping**: Customize shortcuts via Tools > Options > Keyboard.

## **Supported Workloads**

* **Desktop Development**: .NET, C++, Python.
* **Web Development**: ASP.NET, JavaScript, Node.js.
* **Mobile Development**: Xamarin, .NET MAUI.
* **Game Development**: Unity, Unreal Engine.

## **Getting Started**

* **Download**: [Visual Studio 2022](https://visualstudio.microsoft.com/)
* **System Requirements**:
  + OS: Windows 10/11
  + RAM: 4 GB (8 GB or more recommended)
  + Disk Space: 20-50 GB depending on workloads.

### C# Coding Guidelines and Best Practices

## **Capitalization Summary**

| **Identifier** | **Rules for Naming** | **Notes/Examples** |
| --- | --- | --- |
| Class | Pascal Case | MyClass |
| Attribute Class | Pascal Case | Suffix with Attribute. |
| Exception Class | Pascal Case | Suffix with Exception. |
| Constant | Pascal Case | MaxValue. |
| Enum Type | Pascal Case | Prefix with Enm, e.g., EnmStatus. |
| Enum Values | Pascal Case | Active. |
| Event | Pascal Case | DataChanged. |
| Interface | Pascal Case | Prefix with I, e.g., ICustomer. |
| Local Variable | Camel Case | userName. |
| Method | Pascal Case | GetData(). |
| Namespace | Pascal Case | MyApp.Core. |
| Property | Pascal Case | FirstName. |
| Public Instance Field | Pascal Case | Rarely used (use properties instead). |
| Protected Instance Field | Camel Case | Rarely used (use properties instead). |
| Parameter | Camel Case | filePath. |

## **Name Usage & Syntax**

### **Class or Struct**

* **Naming**: Pascal Case, use nouns or noun phrases.
* **Subclassing**: Add appropriate suffix, e.g., CustomEventArgs : EventArgs.
* **Examples**:
* **internal** **class** SpecializedAttribute : Attribute { }  
  **public** **class** CustomerCollection : CollectionBase { }

### **Interface**

* **Naming**: Pascal Case, prefix with I.
* **Example**:
* **interface** ICustomer { }

### **Generic Types**

* Use a single capital letter, e.g., T, K.
* **Example**:
* **public** **class** FifoStack<T> { }

### **Method**

* **Naming**: Pascal Case, use verbs or verb-object pairs.
* **Examples**:
* **public** void Execute() { }  
  **private** string GetAssemblyVersion(Assembly target) { }

### **Property**

* **Naming**: Pascal Case, avoid prefixes like Get or Set.
* **Example**:
* **public** string Name { **get**; **set**; }

### **Fields**

* **Public/Protected/Internal**: Pascal Case (avoid non-private fields, use properties).
* **Private**: Camel Case, prefix with \_.
* **Examples**:
* **protected** IList InnerList;  
  **private** string \_name;

### **Variable**

* **Naming**: Camel Case, avoid single characters or enumerating names like var1, var2.
* **Example**:
* string userName;

### **Enum**

* Pascal Case for type and values. Use [Flags] for bit-masks.
* **Example**:
* [Flags]  
  **public** **enum** CustomerTypes { Consumer, Commercial }

## **General Guidelines**

1. Use **Camel Case** or **Pascal Case** consistently.
2. Avoid numeric characters and abbreviations.
3. Prefix boolean variables with is, can, or has.
4. Do not include parent class names in property names.

## **Exception Handling**

* Avoid try/catch for flow control.
* Only catch exceptions you can handle.
* Do not declare empty catch blocks.
* Preserve the original call stack when re-throwing (throw;).
* Use finally for resource cleanup.
* **Examples**:
* **catch** (Exception ex) { Log(ex); **throw**; }

## **Code Commenting**

* Use // or /// (avoid /\* \*/).
* Always include <summary>, <param>, <return>, and <exception> for public methods.
* Do not explain obvious code; focus on assumptions or algorithm insights.
* **Example**:
* *///* **<summary>**  
  */// Executes the given command.*  
  *///* **</summary>**  
  *///* **<param** name="commandText"**>***The command to execute.***</param>**  
  **public** void Execute(string commandText) { }

## **Flow Control**

* Structure classes with regions:
  1. Private Members
  2. Public Properties
  3. Constructors
  4. Public Methods
  5. Private Methods
* **Example**:
* **public** **class** MyClass  
  {  
   #region Private Members  
   #endregion  
   #region Public Properties  
   #endregion  
   #region Constructors  
   #endregion  
   #region Public Methods  
   #endregion  
   #region Private Methods  
   #endregion  
  }

## **External Resource Management**

1. Use using for database connections.
2. Dispose of streams after use.
3. Avoid database calls inside loops unless necessary.

### Introduction to C#

## What is C#?

* C# (pronounced “C-Sharp”) is a modern, object-oriented, and type-safe programming language developed by Microsoft.
* It is part of the .NET framework ecosystem and is widely used for building:
  + Desktop applications
  + Web applications
  + Mobile apps
  + Game development (via Unity)
  + Cloud-based services and APIs

## Features of C

1. **Object-Oriented**: Supports concepts like inheritance, polymorphism, and encapsulation.
2. **Type-Safe**: Prevents unintended type conversions, ensuring code reliability.
3. **Rich Libraries**: Access to a vast set of libraries in the .NET framework for various functionalities.
4. **Cross-Platform**: Develop applications that run on Windows, macOS, and Linux using .NET Core/6+.
5. **Automatic Memory Management**: Managed by the .NET runtime using garbage collection.
6. **Strong Community Support**: Regular updates, extensive documentation, and community resources.

## Why Learn C#?

* **Versatility**: From Windows apps to cross-platform web and mobile apps.
* **Ease of Use**: Simple syntax inspired by C++ and Java.
* **Career Opportunities**: High demand for C# developers, especially in enterprise-level software development.
* **Powerful Tools**: Supported by Visual Studio, a feature-rich IDE.

### Create Your First C# Program: ‘Hello, World!’

## Step 1: Set Up Your Environment

### Install Required Tools:

* **Visual Studio**: Download from [visualstudio.microsoft.com](https://visualstudio.microsoft.com/). Choose the .NET Desktop Development workload during installation.

### Alternatives:

* **Visual Studio Code** with the C# extension and .NET SDK.
* Online editors like [dotnetfiddle.net](https://dotnetfiddle.net/).

## Step 2: Write Your First Program

### Code Example:

**using** System; *// Importing the System namespace*  
  
**class** Program *// Class definition*  
{  
 **static** void Main(string[] args) *// Entry point of the program*  
 {  
 Console.WriteLine("Hello, World!"); *// Output text to the console*  
 }  
}

### Steps to Run:

1. Open Visual Studio and create a new project:
   * Go to File > New > Project.
   * Select **Console App (.NET)**.
2. Name your project (e.g., HelloWorld) and click **Create**.
3. Replace the default code in Program.cs with the above example.
4. Press Ctrl + F5 or click **Start Without Debugging** to run the program.
5. The output Hello, World! will appear in the console.

## Step 3: Explanation of Code

### using System;

* Imports the **System** namespace, which includes basic classes like Console.

### class Program

* Defines a class named Program.
* In C#, everything is encapsulated within classes.

### static void Main(string[] args)

* Entry point of the application.
* **static**: No instance of the class is needed to execute this method.
* **void**: The method does not return a value.
* **args**: An array for command-line arguments.

### Console.WriteLine("Hello, World!");

* Console: A class in the **System** namespace.
* WriteLine(): Outputs text followed by a new line.

### Understanding C# Program Structure

## Basic Structure

**using** System; *// Namespace declaration*  
  
**namespace** MyNamespace *// Optional: Defines the namespace for the program*  
{  
 **class** Program *// Class declaration*  
 {  
 **static** void Main(string[] args) *// Main method: Entry point*  
 {  
 *// Statements*  
 }  
 }  
}

## Key Components

### 1. Namespace

* Organizes classes and avoids naming conflicts.
* Example:
* **namespace** MyApp  
  {  
   **class** Example { }  
  }

### 2. Class

* A blueprint for creating objects and encapsulating methods and variables.
* Example:
* **class** Person  
  {  
   **public** string Name { **get**; **set**; }  
  }

### 3. Main Method

* The starting point of the program.
* Can take optional parameters like string[] args for command-line arguments.
* Example:
* **static** void Main(string[] args)  
  {  
   Console.WriteLine("Program Starts Here");  
  }

### 4. Statements

* The logical instructions that the program executes.
* Example:
* Console.WriteLine("This is a statement.");

## Program Execution Flow

1. The compiler looks for the Main method to start execution.
2. The statements inside the Main method are executed sequentially.
3. Outputs or errors are displayed in the console.

## Example with Comments

**using** System; *// Import System namespace*  
  
*// Define a namespace for the program*  
**namespace** ExampleNamespace  
{  
 *// Define the Program class*  
 **class** Program  
 {  
 *// Entry point of the application*  
 **static** void Main(string[] args)  
 {  
 *// Print a message to the console*  
 Console.WriteLine("Welcome to C#!");  
 }  
 }  
}

## Common Errors

1. **Missing Semicolon**:
   * Error: ; expected.
   * Fix: Ensure every statement ends with a ;.
2. **Case Sensitivity**:
   * Error: Console or Main spelled incorrectly.
   * Fix: Ensure correct capitalization.
3. **Missing Main Method**:
   * Error: Program has no entry point.
   * Fix: Define a Main method as the entry point.

### Working with Code Files, Projects & Solutions

## Understanding Code Files, Projects, and Solutions

### 1. Code Files

* Files containing C# code, typically with the extension .cs.
* Each file can contain classes, interfaces, enums, or methods.
* Example:
* *// File: Program.cs*  
  **class** Program  
  {  
   **static** void Main(string[] args)  
   {  
   Console.WriteLine("Hello, World!");  
   }  
  }

### 2. Projects

* A project represents a single application, library, or service.
* Contains all code files, dependencies, and settings required to build and run the application.
* Types:
  + **Console App**: Command-line applications.
  + **Windows App**: Desktop GUI applications.
  + **Class Library**: Reusable code libraries.

### 3. Solutions

* A solution is a container for one or more projects.
* Used to manage large applications with multiple components (e.g., frontend, backend).
* Solution files have the extension .sln.

### How They Work Together

1. **Solution**:
   * Contains multiple **projects**.
2. **Project**:
   * Contains multiple **code files**.
3. **Code File**:
   * Contains C# code that defines classes, methods, etc.

### Using Visual Studio

* **Create a Solution**:
  + Go to File > New > Project, then choose a template.
* **Add a New Code File**:
  + Right-click the project, select Add > New Item, and choose Class, Interface, etc.
* **Build and Run**:
  + Press Ctrl + F5 or click **Start Without Debugging**.

# Datatypes & Variables with Conversion

## Datatypes in C

### Value Types

* Store data directly in memory.
* Examples:
  + int (Integer): 32-bit signed integer.
  + float (Floating Point): Single precision (32-bit).
  + bool (Boolean): true or false.
  + char (Character): Single Unicode character.
  + struct (Structure): User-defined value type.

### Reference Types

* Store references to memory locations.
* Examples:
  + string: Sequence of characters.
  + object: Base type of all types in C#.
  + class: User-defined reference type.

### Nullable Types

* Allow value types to represent null.
* Example:
* int? age = **null**;

## Variables in C

* **Definition**: A variable is a named memory location used to store data.
* **Declaration**:
* int number = 10; *// Variable declaration with initialization*

### Variable Types

1. **Local Variables**:
   * Declared inside a method or block.
   * Example:
   * void Example()  
     {  
      int count = 5; *// Local variable*  
     }
2. **Instance Variables**:
   * Declared in a class but outside methods.
   * Example:
   * **class** Example  
     {  
      **private** string name; *// Instance variable*  
     }
3. **Static Variables**:
   * Shared across all instances of a class.
   * Example:
   * **static** int count = 0; *// Static variable*

## Type Conversion in C

1. **Implicit Conversion**:
   * Automatically done by the compiler when no data loss occurs.
   * Example:
   * int num = 10;  
     double result = num; *// Implicit conversion*
2. **Explicit Conversion (Casting)**:
   * Requires a cast operator.
   * Example:
   * double value = 10.5;  
     int result = (int)value; *// Explicit conversion*
3. **Using Convert Class**:
   * Converts data between types.
   * Example:
   * string str = "123";  
     int num = Convert.ToInt32(str); *// Conversion using Convert class*
4. **Parsing**:
   * Converts strings to specific types.
   * Example:
   * string str = "123";  
     int num = int.Parse(str); *// Parsing*
5. **TryParse Method**:
   * Safe way to parse without throwing exceptions.
   * Example:
   * string str = "123";  
     int result;  
     **if** (int.TryParse(str, **out** result))  
     {  
      Console.WriteLine("Parsed successfully.");  
     }

# Operators & Expressions

## Operators in C

### 1. Arithmetic Operators

* Perform mathematical operations.
* Examples:
  + + (Addition): int result = a + b;
  + - (Subtraction): int result = a - b;
  + \* (Multiplication): int result = a \* b;
  + / (Division): int result = a / b;
  + % (Modulus): int remainder = a % b;

### 2. Relational Operators

* Compare values and return a boolean result.
* Examples:
  + == (Equal): a == b
  + != (Not Equal): a != b
  + > (Greater Than): a > b
  + < (Less Than): a < b

### 3. Logical Operators

* Combine conditional expressions.
* Examples:
  + && (AND): a > b && c > d
  + || (OR): a > b || c > d
  + ! (NOT): !isTrue

### 4. Assignment Operators

* Assign values to variables.
* Examples:
  + =: a = 10;
  + +=: a += 5; (Equivalent to a = a + 5).

### 5. Increment and Decrement Operators

* Increase or decrease a value by 1.
* Examples:
  + ++a (Pre-Increment)
  + a++ (Post-Increment)
  + --a (Pre-Decrement)
  + a-- (Post-Decrement)

### 6. Bitwise Operators

* Operate at the bit level.
* Examples:
  + & (AND): a & b
  + | (OR): a | b
  + ^ (XOR): a ^ b

## Expressions

* **Definition**: A combination of variables, operators, and values that produce a result.
* **Examples**:
  + Arithmetic Expression:
  + int result = (a + b) \* c;
  + Logical Expression:
  + bool isValid = (a > b) && (c < d);

## Operator Precedence

* Defines the order of operations in an expression.
* Example:
  + Multiplication (\*) and Division (/) are evaluated before Addition (+) and Subtraction (-).
  + Use parentheses () to override precedence.

# Statements

## What Are Statements?

* Statements are individual instructions executed by the C# compiler.
* They can perform actions like variable declarations, assignments, method calls, or loops.
* Each statement ends with a **semicolon (;)**.

### Types of Statements

1. **Declaration Statements**:
   * Declare and initialize variables.
   * Example:
   * int number = 10; *// Variable declaration and initialization*
2. **Expression Statements**:
   * Perform actions like assignments, method calls, or operations.
   * Example:
   * Console.WriteLine("Hello, World!"); *// Method call*  
     number += 5; *// Assignment expression*
3. **Control Flow Statements**:
   * Alter the flow of execution.
   * Examples:
     + **Conditional**: if, else, switch.
     + **Loops**: for, while, do-while, foreach.
4. **Jump Statements**:
   * Transfer control to other parts of the program.
   * Examples:
   * **break**; *// Exit loops or switch cases*  
     **continue**; *// Skip the current iteration*  
     **return**; *// Exit from a method*
5. **Block Statements**:
   * Group multiple statements in curly braces { }.
   * Example:
   * **if** (number > 0)  
     {  
      Console.WriteLine("Positive number");  
      Console.WriteLine("End of check");  
     }

# Understanding Arrays

## What Are Arrays?

* Arrays are a collection of elements of the same type, stored in contiguous memory locations.
* They allow multiple values to be stored in a single variable.

### Syntax for Declaring Arrays

datatype[] arrayName = **new** datatype[size];

* **datatype**: Type of elements in the array.
* **arrayName**: Name of the array.
* **size**: Number of elements in the array.

### Examples

1. **Declaration and Initialization**:

* int[] numbers = **new** int[5]; *// Array with 5 integers*  
  numbers[0] = 10; *// Assign value to the first element*

1. **Inline Initialization**:

* string[] fruits = { "Apple", "Banana", "Cherry" }; *// Array with predefined values*

1. **Accessing Elements**:

* Console.WriteLine(fruits[1]); *// Outputs: Banana*

## Types of Arrays

1. **Single-Dimensional Array**:
   * A simple list of elements.
   * Example:
   * int[] numbers = { 1, 2, 3, 4, 5 };
2. **Multi-Dimensional Array**:
   * A table-like structure with rows and columns.
   * Example:
   * int[,] matrix = **new** int[2, 3] { { 1, 2, 3 }, { 4, 5, 6 } };  
     Console.WriteLine(matrix[1, 2]); *// Outputs: 6*
3. **Jagged Array**:
   * An array of arrays with varying lengths.
   * Example:
   * int[][] jaggedArray = **new** int[2][];  
     jaggedArray[0] = **new** int[] { 1, 2, 3 };  
     jaggedArray[1] = **new** int[] { 4, 5 };  
     Console.WriteLine(jaggedArray[1][1]); *// Outputs: 5*

## Array Methods

1. **Length**:
   * Gets the total number of elements.
   * Example:
   * int[] numbers = { 1, 2, 3 };  
     Console.WriteLine(numbers.Length); *// Outputs: 3*
2. **Sort**:
   * Sorts the array in ascending order.
   * Example:
   * int[] numbers = { 3, 1, 2 };  
     Array.Sort(numbers);
3. **Reverse**:
   * Reverses the order of elements.
   * Example:
   * Array.Reverse(numbers);

# Define & Calling Methods

## What Are Methods?

* Methods are blocks of code designed to perform specific tasks.
* They promote code reuse and modular programming.

## Defining a Method

### Syntax

accessModifier returnType MethodName(parameters)  
{  
 *// Method body*  
}

* **accessModifier**: Determines method visibility (public, private, etc.).
* **returnType**: Data type returned by the method (void if no value is returned).
* **MethodName**: Name of the method (Pascal Case is standard).
* **parameters**: Input values for the method (optional).

### Example

**public** int Add(int a, int b)  
{  
 **return** a + b; *// Returns the sum of two numbers*  
}

## Calling a Method

### Syntax

MethodName(arguments);

### Example

**class** Program  
{  
 **static** void Main(string[] args)  
 {  
 Program obj = **new** Program();  
 int result = obj.Add(10, 20); *// Call the Add method*  
 Console.WriteLine(result); *// Outputs: 30*  
 }  
 **public** int Add(int a, int b)  
 {  
 **return** a + b;  
 }  
}

## Types of Methods

### 1. Parameterless Methods

* Do not take any input arguments.
* Example:
* **public** void Greet()  
  {  
   Console.WriteLine("Hello!");  
  }

### 2. Parameterized Methods

* Accept input arguments.
* Example:
* **public** void Display(string message)  
  {  
   Console.WriteLine(message);  
  }

### 3. Static Methods

* Called without creating an object of the class.
* Example:
* **public** **static** void ShowMessage()  
  {  
   Console.WriteLine("Static Method");  
  }

### 4. Method Overloading

* Multiple methods with the same name but different parameters.
* Example:
* **public** int Add(int a, int b) => a + b;  
  **public** double Add(double a, double b) => a + b;

## Returning Values

### Syntax

**return** value;

### Example:

**public** int Multiply(int a, int b)  
{  
 **return** a \* b;  
}

## Using void Methods

* Methods that do not return any value.
* Example:
* **public** void PrintMessage(string message)  
  {  
   Console.WriteLine(message);  
  }

## Recursion

* A method calling itself to solve a problem.
* Example:
* **public** int Factorial(int n)  
  {  
   **if** (n == 1) **return** 1;  
   **return** n \* Factorial(n - 1);  
  }

# Object-Oriented Programming (OOP) Concepts in C#

## Introduction to OOP

Object-Oriented Programming (OOP) is a programming paradigm based on the concept of “objects,” which contain data and methods to operate on that data. The four fundamental principles of OOP are:

1. Encapsulation
2. Abstraction
3. Inheritance
4. Polymorphism

# 1. Encapsulation

## Definition:

* Encapsulation is the bundling of data (fields) and methods (functions) into a single unit (class) while restricting direct access to the internal state.

## Key Features:

1. **Access Modifiers**:
   * Control visibility of class members.
   * Types:
     + public: Accessible from anywhere.
     + private: Accessible only within the class.
     + protected: Accessible within the class and its derived classes.
     + internal: Accessible within the same assembly.
   * Example:
   * **class** Employee  
     {  
      **private** int \_id; *// Private field*  
       
      **public** int ID *// Public property*  
      {  
      **get** { **return** \_id; }  
      **set** { \_id = value; }  
      }  
     }
2. **Properties**:
   * Provide controlled access to private fields.
   * Example:
   * **public** **class** Product  
     {  
      **private** double price;  
       
      **public** double Price  
      {  
      **get** { **return** price; }  
      set  
      {  
      **if** (value > 0)  
      price = value;  
      }  
      }  
     }
3. **Benefits**:
   * Protects data integrity.
   * Hides implementation details.

# 2. Abstraction

## Definition:

* Abstraction is the process of hiding the implementation details while exposing only the essential features of an object.

## Implementation in C#:

1. **Abstract Classes**:
   * Cannot be instantiated.
   * Contain both abstract (no implementation) and non-abstract (with implementation) methods.
   * Example:
   * **abstract** **class** Shape  
     {  
      **public** **abstract** void Draw(); *// Abstract method*  
      **public** void Display() *// Non-abstract method*  
      {  
      Console.WriteLine("Displaying Shape");  
      }  
     }  
       
     **class** Circle : Shape  
     {  
      **public** **override** void Draw()  
      {  
      Console.WriteLine("Drawing Circle");  
      }  
     }
2. **Interfaces**:
   * Define a contract that implementing classes must follow.
   * All methods are abstract by default.
   * Example:
   * **interface** IAnimal  
     {  
      void Speak(); *// Abstract method*  
     }  
       
     **class** Dog : IAnimal  
     {  
      **public** void Speak()  
      {  
      Console.WriteLine("Bark");  
      }  
     }
3. **Benefits**:
   * Simplifies code by focusing on what an object does rather than how it does it.
   * Promotes flexibility and scalability.

# 3. Inheritance

## Definition:

* Inheritance is a mechanism where one class (child/derived) inherits the properties and methods of another class (parent/base).

## Implementation in C#:

1. **Syntax**:

* **class** BaseClass  
  {  
   **public** void Display()  
   {  
   Console.WriteLine("Base Class Method");  
   }  
  }  
    
  **class** DerivedClass : BaseClass  
  {  
   **public** void Show()  
   {  
   Console.WriteLine("Derived Class Method");  
   }  
  }

1. **Types of Inheritance**:
   * **Single Inheritance**: A class inherits from one base class.
   * **Multilevel Inheritance**: A class inherits from a derived class.
   * **Hierarchical Inheritance**: Multiple classes inherit from one base class.
   * **C# Limitation**: C# does **not** support multiple inheritance but allows implementing multiple interfaces.
2. **Accessing Parent Members**:
   * Use the base keyword to access parent class methods or constructors.
   * Example:
   * **class** BaseClass  
     {  
      **public** void Greet() => Console.WriteLine("Hello from Base Class");  
     }  
       
     **class** DerivedClass : BaseClass  
     {  
      **public** void GreetDerived()  
      {  
      **base**.Greet(); *// Call parent method*  
      Console.WriteLine("Hello from Derived Class");  
      }  
     }
3. **Benefits**:
   * Promotes code reuse.
   * Establishes a parent-child relationship.

# 4. Polymorphism

## Definition:

* Polymorphism allows a single method, property, or operator to have multiple forms.

## Types of Polymorphism:

1. **Compile-Time (Static) Polymorphism**:
   * Achieved through **method overloading** or **operator overloading**.
   * Example:
   * **class** Calculator  
     {  
      **public** int Add(int a, int b) => a + b;  
      **public** double Add(double a, double b) => a + b;  
     }
2. **Run-Time (Dynamic) Polymorphism**:
   * Achieved through **method overriding**.
   * Example:
   * **class** Animal  
     {  
      **public** **virtual** void Speak() => Console.WriteLine("Animal speaks");  
     }  
       
     **class** Dog : Animal  
     {  
      **public** **override** void Speak() => Console.WriteLine("Dog barks");  
     }

## Benefits:

* Enhances flexibility and code readability.
* Supports dynamic behavior.

# Additional OOP Topics

## Constructors

* Special methods used to initialize objects.
* **Types**:
  + Default Constructor:
  + **public** ClassName() { }
  + Parameterized Constructor:
  + **public** ClassName(int value) { }
  + Copy Constructor:
  + **public** ClassName(ClassName obj) { }

## Destructors

* Used to clean up resources when an object is destroyed.
* Defined using ~ClassName.
* Example:
* ~MyClass()  
  {  
   Console.WriteLine("Destructor called");  
  }

## Static Members

* Belong to the class rather than any object.
* Example:
* **class** Counter  
  {  
   **public** **static** int Count = 0;  
  }

## Sealed Classes and Methods

* Prevent inheritance or method overriding.
* Example:
* **sealed** **class** FinalClass { }

# Scope & Accessibility Modifiers

## Scope in C

* **Scope** refers to the region of the program where a variable, method, class, or any identifier is accessible.
* C# defines different types of scopes based on where and how variables and methods are declared.

### Types of Scopes

1. **Local Scope**:
   * Variables declared inside a method or block.
   * Accessible only within that method/block.
   * Example:
   * void MyMethod()  
     {  
      int x = 10; *// Local variable*  
      Console.WriteLine(x); *// Accessible within MyMethod*  
     }
2. **Method Scope**:
   * Variables are declared inside a method and can only be accessed within that method.
   * Example:
   * void Display()  
     {  
      string message = "Hello";  
      Console.WriteLine(message); *// Accessible within Display method*  
     }
3. **Class Scope**:
   * Variables declared inside a class but outside of any method.
   * Can be accessed by all methods within the class.
   * Example:
   * **class** MyClass  
     {  
      int count = 5; *// Class scope*  
       
      **public** void ShowCount()  
      {  
      Console.WriteLine(count); *// Accessible within the class*  
      }  
     }
4. **Global Scope**:
   * Variables or methods declared at the class level and can be accessed from anywhere in the class or program (if public).

## Accessibility Modifiers in C

* **Accessibility Modifiers** control the visibility of types and their members. They define where a class, field, method, or property can be accessed.

### Types of Accessibility Modifiers

1. **public**:
   * The member is accessible from anywhere, both inside and outside the class.
   * Example:
   * **public** int Age { **get**; **set**; }
2. **private**:
   * The member is only accessible within the class where it is declared.
   * Default for class members.
   * Example:
   * **private** int number;
3. **protected**:
   * The member is accessible within the class and by derived (child) classes.
   * Example:
   * **protected** int Id;
4. **internal**:
   * The member is accessible within the same assembly (project) but not outside it.
   * Example:
   * **internal** void Display()  
     {  
      Console.WriteLine("Inside the assembly");  
     }
5. **protected internal**:
   * The member is accessible from within the same assembly and by derived classes.
   * Example:
   * **protected** **internal** int Counter;
6. **private protected**:
   * The member is accessible only within the same class or derived classes within the same assembly.
   * Example:
   * **private** **protected** int score;

# Namespace & .NET Library

## What is a Namespace?

* A **namespace** is a container for classes, structs, enums, interfaces, and delegates in C#. It helps organize the code into logical groups to avoid name conflicts.

### Syntax for Declaring a Namespace:

**namespace** MyApplication  
{  
 **class** MyClass  
 {  
 *// Class code here*  
 }  
}

### Using Namespaces:

* To access a class or method from a different namespace, you can either use a fully qualified name or the using directive.

Example:

**using** MyApplication;  
  
**class** Program  
{  
 **static** void Main()  
 {  
 MyClass obj = **new** MyClass(); *// Access MyClass from MyApplication namespace*  
 }  
}

### System Namespace:

* The System namespace is a predefined namespace that contains basic classes used by many programs, such as Console, String, Int32, etc.
* **using** System;  
    
  **class** Program  
  {  
   **static** void Main()  
   {  
   Console.WriteLine("Hello, World!"); *// Access System.Console*  
   }  
  }

## The .NET Library

* The **.NET Library** (also called the **.NET Framework Class Library** or **BCL** for Base Class Library) is a collection of reusable classes and functions that are available to C# developers.

### Common .NET Libraries:

1. **System Namespace**:
   * Contains fundamental types like Console, String, Collections, etc.
   * Example:
   * **using** System;
2. **System.Collections Namespace**:
   * Contains classes for data collections such as List<T>, Dictionary<K,V>, Queue<T>.
   * Example:
   * **using** System.Collections.Generic;
3. **System.IO Namespace**:
   * Contains classes for reading from and writing to files and data streams.
   * Example:
   * **using** System.IO;
4. **System.Linq Namespace**:
   * Contains classes for LINQ (Language Integrated Query) operations.
   * Example:
   * **using** System.Linq;
5. **System.Threading Namespace**:
   * Provides classes and methods for multithreading and parallel programming.
   * Example:
   * **using** System.Threading;

# Creating & Adding Reference to Assemblies

## What is an Assembly?

* An **assembly** is a compiled code library used by the .NET runtime. Assemblies can be in the form of .exe or .dll files.
* Assemblies contain one or more namespaces and types like classes, interfaces, structs, etc.

### Creating an Assembly in C

* When you compile a C# program, the output file (either .exe or .dll) is the assembly.
* Example of creating an assembly:
* *// File: MyLibrary.cs*  
  **public** **class** MyLibraryClass  
  {  
   **public** void PrintMessage()  
   {  
   Console.WriteLine("Hello from MyLibrary!");  
   }  
  }

### Compiling the Assembly

1. In **Visual Studio**: Press **Ctrl+Shift+B** to build the project and generate the assembly (.dll or .exe).
2. Using **Command Line**: You can compile a C# file into an assembly using the C# compiler csc:

* csc /target:library MyLibrary.cs

## Adding References to Assemblies

* **References** allow you to use classes, methods, and other members from external assemblies.

### Adding Reference in Visual Studio:

1. Right-click on the project in **Solution Explorer**.
2. Click **Add** → **Reference**.
3. In the Reference Manager, choose **Assemblies** or **Browse** to add a custom assembly.

### Adding a Reference Programmatically:

* You can add references to assemblies using using directives, which enable you to use types from referenced assemblies.
* **using** MyLibrary;  
    
  **class** Program  
  {  
   **static** void Main()  
   {  
   MyLibraryClass obj = **new** MyLibraryClass();  
   obj.PrintMessage();  
   }  
  }

### Adding External DLL References:

* If you want to reference external .dll files:
  1. Right-click **References** in the Solution Explorer.
  2. Choose **Add Reference** and browse to the .dll file.
  3. You can now use the types defined in that DLL.

## Assembly Versioning:

* Assemblies can have versions, which helps in managing updates and compatibility.
* Example of versioning:
* MyLibrary.dll -> Version 1.0.0.0  
  MyLibrary.dll -> Version 1.1.0.0

# Working with Collections

## What are Collections in C#?

* Collections in C# are classes that provide a way to store and manage a group of related objects.
* Collections are used to handle objects that are logically related, such as lists, queues, or dictionaries.
* C# provides several built-in collection classes under the System.Collections and System.Collections.Generic namespaces.

### Types of Collections

1. **Array**:
   * Fixed-size collection of elements of the same type.
   * Syntax for declaring an array:
   * int[] numbers = **new** int[5];  
     numbers[0] = 10;  
     numbers[1] = 20;
2. **List**:
   * A generic collection that can grow or shrink dynamically.
   * Provides methods for adding, removing, and accessing elements.
   * Syntax:
   * List<int> list = **new** List<int>();  
     list.Add(10);  
     list.Add(20);
3. **Dictionary<TKey, TValue>**:
   * A collection of key-value pairs.
   * Allows fast lookups by key.
   * Syntax:
   * Dictionary<int, string> dict = **new** Dictionary<int, string>();  
     dict.Add(1, "One");  
     dict.Add(2, "Two");
4. **Queue**:
   * A collection representing a first-in, first-out (FIFO) list of objects.
   * Syntax:
   * Queue<string> queue = **new** Queue<string>();  
     queue.Enqueue("First");  
     queue.Enqueue("Second");
5. **Stack**:
   * A collection representing a last-in, first-out (LIFO) list of objects.
   * Syntax:
   * Stack<string> stack = **new** Stack<string>();  
     stack.Push("First");  
     stack.Push("Second");

### Collection Methods

* Common methods used with collections include:
  + Add(): Adds an element.
  + Remove(): Removes an element.
  + Contains(): Checks if an element exists.
  + Clear(): Removes all elements.
  + Count: Returns the number of elements.

# Enumerations

## What is an Enumeration?

* An **enumeration (enum)** is a special value type that defines a set of named constants.
* Enums are used when you need a predefined set of values, like days of the week or directions.

### Declaring an Enum

* Enums are declared using the enum keyword.
* Syntax:
* **enum** Days  
  {  
   Sunday,  
   Monday,  
   Tuesday,  
   Wednesday,  
   Thursday,  
   Friday,  
   Saturday  
  }

### Working with Enums

* By default, the first value of an enum has a value of 0, and each subsequent value is incremented by 1.
* You can change the default values by explicitly assigning them:
* **enum** Days  
  {  
   Sunday = 1,  
   Monday = 2,  
   Tuesday = 3  
  }
* **Using Enums**:
  + You can use enums in switch statements, comparisons, and as variables.
  + Example:
  + Days today = Days.Monday;  
      
    **switch** (today)  
    {  
     **case** Days.Monday:  
     Console.WriteLine("Start of the work week.");  
     **break**;  
     **case** Days.Sunday:  
     Console.WriteLine("It's the weekend!");  
     **break**;  
    }
* **Enum Methods**:
  + Enum.GetValues(): Returns an array of all values in an enum.
  + Enum.GetName(): Gets the name of a specific enum value.
  + Example:
  + **foreach** (Days day **in** Enum.GetValues(**typeof**(Days)))  
    {  
     Console.WriteLine(day);  
    }

# Data Table

## What is a Data Table?

* A **DataTable** is an in-memory representation of a single table of data.
* It is part of the System.Data namespace and is used in ADO.NET to store data retrieved from a database.

### Creating a Data Table

* You can create a DataTable by defining columns and adding rows.
* Syntax:
* DataTable dt = **new** DataTable();  
  dt.Columns.Add("ID", **typeof**(int));  
  dt.Columns.Add("Name", **typeof**(string));  
    
  dt.Rows.Add(1, "John");  
  dt.Rows.Add(2, "Jane");

### Working with DataTable

* You can perform various operations on a DataTable, like filtering, sorting, and accessing individual rows.
* Example:
* **foreach** (DataRow row **in** dt.Rows)  
  {  
   Console.WriteLine($"ID: {row["ID"]}, Name: {row["Name"]}");  
  }

### Using DataTable with DataAdapter

* A DataAdapter is used to fill a DataTable with data from a database.
* SqlDataAdapter adapter = **new** SqlDataAdapter("SELECT \* FROM Users", connection);  
  DataTable dt = **new** DataTable();  
  adapter.Fill(dt);

### Accessing and Modifying Data in DataTable

* You can access a specific row or column in a DataTable using indexers.
* DataRow row = dt.Rows[0]; *// Access the first row*  
  Console.WriteLine(row["Name"]); *// Access the "Name" column of the first row*

# Exception Handling

## What is Exception Handling?

* Exception handling in C# provides a way to handle runtime errors and ensure that the program can continue to execute after an error occurs.
* It uses try, catch, finally blocks to manage exceptions.

### Syntax of Exception Handling

**try**  
{  
 *// Code that might throw an exception*  
}  
**catch** (ExceptionType ex)  
{  
 *// Code to handle the exception*  
}  
**finally**  
{  
 *// Code that runs regardless of whether an exception was thrown*  
}

### Exception Types

* Exception: The base class for all exceptions.
* Common derived classes include:
  + System.NullReferenceException: Thrown when you try to access a null object.
  + System.IO.IOException: Thrown when an I/O error occurs (file not found, etc.).
  + System.DivideByZeroException: Thrown when attempting to divide by zero.

### Throwing Exceptions

* You can manually throw exceptions using the throw keyword:
* **if** (age < 0)  
  {  
   **throw** **new** ArgumentOutOfRangeException("Age cannot be negative.");  
  }

### Handling Multiple Exceptions

* You can catch different types of exceptions using multiple catch blocks:
* **try**  
  {  
   int result = 10 / 0;  
  }  
  **catch** (DivideByZeroException ex)  
  {  
   Console.WriteLine("Cannot divide by zero.");  
  }  
  **catch** (Exception ex)  
  {  
   Console.WriteLine("An error occurred: " + ex.Message);  
  }

### Finally Block

* The finally block is optional and runs after the try and catch blocks, regardless of whether an exception was thrown.
* **try**  
  {  
   *// Code*  
  }  
  **catch** (Exception ex)  
  {  
   *// Handle exception*  
  }  
  **finally**  
  {  
   *// Code that always runs (e.g., cleanup code)*  
  }

### Custom Exceptions

* You can create custom exceptions by inheriting from the Exception class.
* **public** **class** InvalidAgeException : Exception  
  {  
   **public** InvalidAgeException(string message) : **base**(message) { }  
  }
* Example usage:
* **throw** **new** InvalidAgeException("Age must be between 1 and 100.");

### Best Practices for Exception Handling

* Use exceptions to handle exceptional, unforeseen errors, not for regular control flow.
* Catch specific exceptions rather than a general Exception class.
* Avoid empty catch blocks; log the exception or rethrow it.
* Always clean up resources in the finally block.

# Different Project Types in C

In C#, there are several types of projects that you can create depending on the application you are developing. These projects vary in functionality and target environments. Here are some common types:

## 1. Console Application

* **Description**: A console application is a simple application that runs in a command-line environment. It’s a text-based interface where the user interacts with the application through the console window.
* **Uses**: Suitable for utilities, learning programming basics, or backend processing.
* **Example**: Simple calculators, command-line tools.

## 2. Windows Forms Application

* **Description**: Windows Forms applications are used to create graphical user interfaces (GUIs) on Windows operating systems. It uses controls like buttons, textboxes, and labels to build the interface.
* **Uses**: Desktop applications like media players, text editors.
* **Example**: A simple text editor or a calculator with GUI.

## 3. WPF (Windows Presentation Foundation) Application

* **Description**: WPF is used for building modern Windows desktop applications with rich graphical interfaces. It supports more advanced graphics, animations, and data binding.
* **Uses**: Desktop applications with complex UIs, advanced graphics.
* **Example**: Complex desktop applications like accounting software or graphical design tools.

## 4. ASP.NET Core Application

* **Description**: ASP.NET Core is used for creating web applications. It is a modern, cross-platform framework for building web applications and APIs.
* **Uses**: Websites, web services, and web APIs.
* **Example**: E-commerce sites, RESTful APIs.

## 5. Class Library

* **Description**: A class library project is a collection of classes and functions that can be used by other applications.
* **Uses**: Creating reusable libraries that can be shared across different applications.
* **Example**: Utility libraries, frameworks, or custom class libraries for an application.

## 6. Xamarin Application

* **Description**: Xamarin is used for building mobile applications for Android, iOS, and Windows using a single C# codebase.
* **Uses**: Cross-platform mobile applications.
* **Example**: Mobile apps like social media clients, task management apps.

## 7. Azure Functions

* **Description**: Azure Functions allows you to run small pieces of code (functions) in the cloud without having to manage the underlying infrastructure.
* **Uses**: Serverless applications, cloud-triggered functions.
* **Example**: Event-driven applications that respond to cloud events.

## 8. Blazor Application

* **Description**: Blazor is a framework for building interactive web UIs using C# instead of JavaScript. It can run on the client-side via WebAssembly or server-side.
* **Uses**: Interactive web applications with C# on both server and client sides.
* **Example**: Web-based dashboards, e-commerce platforms.

# Working with String Class in C

Strings are one of the most commonly used data types in C#. The String class in C# is part of the System namespace and provides various methods to manipulate strings.

## Common String Methods:

* **Length**: Returns the number of characters in a string.
* string str = "Hello";  
  int length = str.Length; *// 5*
* **Substring()**: Extracts a substring from a given string.
* string str = "Hello World";  
  string sub = str.Substring(6, 5); *// "World"*
* **Replace()**: Replaces all occurrences of a substring with another substring.
* string str = "Hello World";  
  string newStr = str.Replace("World", "C#"); *// "Hello C#"*
* **ToUpper() / ToLower()**: Converts all characters of a string to uppercase or lowercase.
* string str = "Hello";  
  string upperStr = str.ToUpper(); *// "HELLO"*  
  string lowerStr = str.ToLower(); *// "hello"*
* **Trim()**: Removes whitespace from both ends of a string.
* string str = " Hello ";  
  string trimmed = str.Trim(); *// "Hello"*
* **Split()**: Splits a string into an array of substrings based on a delimiter.
* string str = "apple,banana,grape";  
  string[] fruits = str.Split(','); *// ["apple", "banana", "grape"]*
* **IndexOf()**: Returns the index of the first occurrence of a specified substring.
* string str = "Hello World";  
  int index = str.IndexOf("World"); *// 6*
* **Contains()**: Checks if a string contains a specific substring.
* string str = "Hello World";  
  bool contains = str.Contains("World"); *// true*
* **Concat()**: Concatenates multiple strings into one.
* string str1 = "Hello";  
  string str2 = "World";  
  string result = string.Concat(str1, " ", str2); *// "Hello World"*

# Working with DateTime Class in C

The DateTime class is part of the System namespace and provides functionality for working with dates and times.

## Common DateTime Methods:

* **Now**: Gets the current date and time.
* DateTime now = DateTime.Now;  
  Console.WriteLine(now); *// Prints the current date and time*
* **UtcNow**: Gets the current date and time in UTC (Coordinated Universal Time).
* DateTime utcNow = DateTime.UtcNow;
* **Today**: Gets the current date with the time set to midnight.
* DateTime today = DateTime.Today;
* **AddDays()**: Adds a specified number of days to a DateTime.
* DateTime date = DateTime.Now;  
  DateTime newDate = date.AddDays(10); *// Adds 10 days*
* **AddMonths()**: Adds a specified number of months to a DateTime.
* DateTime date = DateTime.Now;  
  DateTime newDate = date.AddMonths(3); *// Adds 3 months*
* **ToString()**: Converts a DateTime to a string with a specified format.
* DateTime date = DateTime.Now;  
  string formattedDate = date.ToString("MM/dd/yyyy");
* **Parse()**: Converts a string representation of a date and time to a DateTime object.
* DateTime date = DateTime.Parse("2024-11-27");
* **Compare()**: Compares two DateTime values and returns an integer indicating whether the first is earlier, the same, or later than the second.
* DateTime date1 = DateTime.Now;  
  DateTime date2 = DateTime.Now.AddHours(1);  
  int result = DateTime.Compare(date1, date2); *// -1 if date1 < date2*
* **Subtract()**: Subtracts one DateTime from another, returning a TimeSpan object.
* DateTime date1 = DateTime.Now;  
  DateTime date2 = DateTime.Now.AddDays(2);  
  TimeSpan difference = date2.Subtract(date1);

# Basic File Operations in C

The System.IO namespace provides various classes to work with files, such as File, FileInfo, StreamReader, and StreamWriter.

## Common File Operations:

### 1. Reading Files:

* **StreamReader**: Used to read text from a file.
* **using** (StreamReader reader = **new** StreamReader("file.txt"))  
  {  
   string content = reader.ReadToEnd();  
   Console.WriteLine(content);  
  }
* **File.ReadAllText()**: Reads the entire content of a file.
* string content = File.ReadAllText("file.txt");

### 2. Writing Files:

* **StreamWriter**: Used to write text to a file.
* **using** (StreamWriter writer = **new** StreamWriter("file.txt"))  
  {  
   writer.WriteLine("Hello, World!");  
  }
* **File.WriteAllText()**: Writes text to a file, creating the file if it doesn’t exist.
* File.WriteAllText("file.txt", "Hello, World!");

### 3. File Existence:

* **File.Exists()**: Checks if a file exists.
* bool exists = File.Exists("file.txt");

### 4. Copying Files:

* **File.Copy()**: Copies a file to a new location.
* File.Copy("source.txt", "destination.txt");

### 5. Deleting Files:

* **File.Delete()**: Deletes a specified file.
* File.Delete("file.txt");

### 6. Appending Text to a File:

* **File.AppendAllText()**: Appends text to a file.
* File.AppendAllText("file.txt", "Appended Text");

# ASP.NET Web Application (.NET Framework) – 5 Types

## 1. Empty Web Application

### Overview:

The Empty Web Application is a minimal project template, providing a basic structure without predefined components. It’s ideal when you want complete control over which components you add to your project.

### Project Structure:

/EmptyWebApp  
 ├── /App\_Data  
 ├── /Content  
 ├── /Scripts  
 ├── /Views  
 ├── Global.asax  
 ├── Web.config

* **App\_Data**: Directory for database files, data, or other data-related resources.
* **Content**: Stores static files like CSS and images.
* **Scripts**: Stores JavaScript files.
* **Views**: The folder where your Razor views reside (if you add MVC).

### Key Files:

1. **Global.asax**:
   * Handles application-level events, such as Application\_Start, Application\_End, etc.

* <%@ Application Language="C#" Inherits="System.Web.HttpApplication" %>  
    
  <script runat="server">  
  void Application\_Start(object sender, EventArgs e) {  
   *// Code that runs on application startup*  
  }  
  </script>

1. **Web.config**:
   * Configuration file for the web application, like database connection strings, routing, and security settings.

* <?xml version="1.0" encoding="utf-8"?>  
  <**configuration**>  
   <**appSettings**>  
   *<!-- Your app settings -->*  
   </**appSettings**>  
   <**connectionStrings**>  
   *<!-- Your connection strings -->*  
   </**connectionStrings**>  
  </**configuration**>

## 2. Web Forms Application

### Overview:

Web Forms is a traditional framework for building web pages in ASP.NET. It uses a drag-and-drop approach with controls like TextBoxes, Buttons, and Grids. This template is commonly used for enterprise-level web apps and forms-based sites.

### Project Structure:

/WebFormsApp  
 ├── /App\_Data  
 ├── /Content  
 ├── /Scripts  
 ├── /Pages  
 │ └── Default.aspx  
 ├── Global.asax  
 ├── Web.config

### Key Files:

1. **Default.aspx**:
   * A typical Web Forms page containing HTML markup and server controls.

* **<**%@ Page Language="C#" AutoEventWireup="true" CodeBehind="Default.aspx.cs"  
  Inherits="WebFormsApp.\_Default" %>  
    
  **<html>**  
   **<body>**  
   **<form** **id**="form1" **runat**="server"**>**  
   **<div>**  
   **<asp:Label** **runat**="server" **ID**="Label1" **Text**="Hello, Web Forms!" **/>**  
   **<asp:Button** **runat**="server" **Text**="Click Me" **OnClick**="Button1\_Click" **/>**  
   **</div>**  
   **</form>**  
   **</body>**  
  **</html>**

1. **Default.aspx.cs**:
   * The code-behind file where you handle server-side logic, such as button clicks.

* **using** System;  
    
  **namespace** WebFormsApp  
  {  
   **public** **partial** **class** \_Default : System.Web.UI.Page  
   {  
   **protected** void Button1\_Click(object sender, EventArgs e)  
   {  
   Label1.Text = "Button clicked!";  
   }  
   }  
  }

## 3. MVC Web Application

### Overview:

MVC (Model-View-Controller) is a design pattern that separates application logic into three components: Model (data), View (UI), and Controller (business logic). It’s suitable for applications that require more complex and maintainable code.

### Project Structure:

/MvcApp  
 ├── /Controllers  
 │ └── HomeController.cs  
 ├── /Models  
 │ └── WeatherForecast.cs  
 ├── /Views  
 │ └── /Home  
 │ └── Index.cshtml  
 ├── Global.asax  
 ├── Web.config

### Key Files:

1. **HomeController.cs**:
   * The controller that handles HTTP requests and returns appropriate views.

* **using** System.Web.Mvc;  
    
  **namespace** MvcApp.Controllers  
  {  
   **public** **class** HomeController : Controller  
   {  
   **public** ActionResult Index()  
   {  
   var model = **new** WeatherForecast { Date = "2024-11-27", Summary = "Sunny", TemperatureC = 22 };  
   **return** View(model);  
   }  
   }  
  }

1. **Index.cshtml**:
   * The Razor view that represents the HTML page for the Index action.

* @model MvcApp.Models.WeatherForecast  
    
  **<h1>**Weather Forecast**</h1>**  
  **<p>**Date: @Model.Date**</p>**  
  **<p>**Temperature: @Model.TemperatureC °C**</p>**  
  **<p>**Summary: @Model.Summary**</p>**

1. **Web.config**:
   * Contains configuration settings for routing, security, etc.

* <**configuration**>  
   <**system.web**>  
   <**compilation** debug="true" targetFramework="4.7.2" />  
   </**system.web**>  
  </**configuration**>

## 4. Web API Application

### Overview:

Web API applications allow you to create RESTful APIs that can be consumed by various clients. It’s commonly used for building back-end services.

### Project Structure:

/WebAPIApp  
 ├── /Controllers  
 │ └── WeatherController.cs  
 ├── /Models  
 │ └── WeatherForecast.cs  
 ├── Global.asax  
 ├── Web.config

### Key Files:

1. **WeatherController.cs**:
   * The API controller that handles HTTP requests and returns data in JSON format.

* **using** System.Collections.Generic;  
  **using** System.Web.Http;  
    
  **namespace** WebAPIApp.Controllers  
  {  
   **public** **class** WeatherController : ApiController  
   {  
   **public** IEnumerable<WeatherForecast> Get()  
   {  
   **return** **new** List<WeatherForecast>  
   {  
   **new** WeatherForecast { Date = "2024-11-27", TemperatureC = 20, Summary = "Sunny" },  
   **new** WeatherForecast { Date = "2024-11-28", TemperatureC = 15, Summary = "Cloudy" }  
   };  
   }  
   }  
  }

1. **WeatherForecast.cs** (Model):

* **namespace** WebAPIApp.Models  
  {  
   **public** **class** WeatherForecast  
   {  
   **public** string Date { **get**; **set**; }  
   **public** int TemperatureC { **get**; **set**; }  
   **public** string Summary { **get**; **set**; }  
   }  
  }

## 5. Single Page Application (SPA)

### Overview:

SPA projects use client-side technologies like Angular, React, or Vue.js to create dynamic, single-page applications. The back-end is usually an API server that handles HTTP requests.

### Project Structure:

/SPAApp  
 ├── /ClientApp (Angular/React/Vue)  
 ├── /Controllers  
 │ └── ApiController.cs  
 ├── Web.config

### Key Files:

1. **ApiController.cs** (Web API Controller):

* **using** System.Collections.Generic;  
  **using** System.Web.Http;  
    
  **namespace** SPAApp.Controllers  
  {  
   **public** **class** ApiController : ApiController  
   {  
   **public** IEnumerable<string> Get()  
   {  
   **return** **new** string[] { "Value1", "Value2" };  
   }  
   }  
  }

1. **Web.config**:
   * Configuration settings, including API routes and security for the back-end.

* <**configuration**>  
   <**system.web**>  
   <**compilation** debug="true" targetFramework="4.7.2" />  
   </**system.web**>  
  </**configuration**>