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This repository accompanies Beginning C# Object-Oriented Programming by Dan Clark (Apress, 2013). Download the files as a zip using the green button, or clone the repository to your machine using Git. Releases. Release v1.0 corresponds to the code in the published book, without corrections or updates. Contributions

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For getting started with object oriented programming we would have to know what is a class and object and the difference between them. A class is a blueprint for creating an object. It is similar to the blue print of a house. A class defines attributes and behavior.

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