

# Show Interfaces

```
using System;
using System.Reflection;

class MainClass {
public static void ShowInterfaces(Type t) {
Type[] interfaces = t.GetInterfaces();
Console.WriteLine("Implemented Interfaces");
foreach (Type type in interfaces) {
Console.WriteLine("Interface : {0}", type.FullName);
if (type.IsPublic)
Console.WriteLine("Scope: Public");
else
Console.WriteLine("Scope: Private");
}
}

public static void ShowTypes(string name, Assembly assembly) {
Type[] typeArray = assembly.GetTypes();

Console.WriteLine("Assembly Name: {0}", name);
foreach (Type type in typeArray) {
if (type.IsClass) {
ShowInterfaces(type);
}
}
}

public static void Main(string[] args) {
for (int i = 0; i < args.Length; ++i) { // Get the assemble
object (from System.Reflection) Assembly assembly =
Assembly.LoadFrom(args[0]); ShowTypes(args[0], assembly); } }
}
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```