Q1. Create a static class Mymeth having two static method

1. public int sqr(int n) :this method return square of a number

2. public double sqr(double s): this method return square of a number

Create a entry point class and call this method.

Q2. Create a class having two method

1. 1. public int sqr(int n) :this method return **square** of a number

2. public double sqr(int s): this method return **cube** of a number

Compile code and observed message given by compiler.

Q3. Create class outdemo having method

1.public int[] sqrarray(int[] arr, out int sum)

Job of this method is to do the sum of all element of an array. This method should store square of each elements in to new array. Method should return new array.

Q4. Create a class swapdemo having method

Public void swap(int x, int y)

Job of this method is to swap two number. Create a entry point class who’s job is to call this method and print swapped data.

Q5. Create class Animal having virtual method speak returning string” I don’t know how to speak”.

Create a child class dog having overridden speak method returning string “Bhow BHow”.

Create a child class cat having overridden speak method returning string “mewo mewo”

Create a child class donkey does not have any method.

Create class showpoly having method call who’s job is to call speak method using reference of Animal. Create object of all child class and then call showpoly’s class call method and pass child class object.

Q6. Create a class mymath having method sum who’s job is to find average. This method should work even if it’s called with different number of arguments eg. sum(4,5) ,sum(4,7,8,9)