// Static Variables

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp8

{

class Student

{

int rn;

string name;

int marks;

static string batch;

public void Get() {

Console.WriteLine("ENter RollNo");

rn = int.Parse(Console.ReadLine());

Console.WriteLine("ENter Name");

name = Console.ReadLine();

//Console.WriteLine("ENter Batch");

//batch = Console.ReadLine();

Console.WriteLine("ENter Marks");

marks = int.Parse(Console.ReadLine());

}

public void Display() {

Console.WriteLine("ROllNo is " + rn);

Console.WriteLine("NAme is " + name);

//Console.WriteLine("Batch Code is " + batch);

Console.WriteLine("Marks are " + marks);

}

public static void GetBatch()

{

batch = "B001";

Console.WriteLine("Batch Code is " + batch);

}

}

class Program

{

static void Main(string[] args)

{

// Student.batch = "B001";

//Console.WriteLine("Batch is " + Student.batch);

Student.GetBatch();

Student student1 = new Student();

student1.Get();

student1.Display();

Student student2 = new Student();

student2.Get();

student2.Display();

}

}

}

Cw “Emter No1”:

Int x = Console.Readlin();

Int x= 2; int y=3;

Console.Write(x+y)

Student stu = new (1);

COnstrcutors