using System;

namespace DemoOne

{

class Program

{

static void Main(string[] args)

{

Console.Write("1");

Console.Write("2");

Console.Write("3");

}

}

}

using System;

namespace DemoOne

{

class Program

{

static void Main(string[] args)

{

Console.WriteLine("1");

Console.WriteLine("2");

Console.WriteLine("3");

Console.Read();

}

}

}

using System;

namespace DemoOne

{

class First

{

static void Main()

{

Console.WriteLine("Sum of 2 and 3 is 5");

}

}

}

using System;

using System.Collections.Generic;

using System.Text;

namespace DemoOne

{

class Second

{

static void Main()

{

int x = 10;

int y = 20;

// Console.WriteLine("Sum of x and y is " + (x+y));

// Console.WriteLine("Sum of " + x + " and " + y + " is " + (x + y));

Console.WriteLine("Sum of {0} and {1} is {2}" , x, y , (x + y));

// printf("Sum of %d and %d is %d" ,x,y, x+y);

}

}

}

using System;

using System.Collections.Generic;

using System.Text;

namespace DemoOne

{

class Functions

{

static void Main()

{

int x=20, y = 10;

Console.WriteLine("Sum of {0} and {1} is {2}" , x, y , (x+y));

Console.WriteLine("Difference of {0} and {1} is {2}", x, y, (x - y));

Console.WriteLine("Product of {0} and {1} is {2}", x, y, (x \* y));

Console.WriteLine("Quotient of {0} and {1} is {2}", x, y, (x / y));

Console.WriteLine("Remainder of {0} and {1} is {2}", x, y, (x % y));

}

}

}