using System;

namespace Demo2

{

class Program

{

static void Main(string[] args)

{

int x = 20, y = 10;

int ch;

Console.WriteLine("Enter choice");

ch = Convert.ToByte(Console.ReadLine());

if(ch==1)

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

else if(ch==2)

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

else if(ch==3)

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

else if(ch==4)

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

else if(ch==5)

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

else

Console.WriteLine("Invalid Choice");

}

}

}

using System;

namespace Demo2

{

class Program

{

static void Main(string[] args)

{

int x, y;

int ch;

Console.WriteLine("Enter Value of x");

x = Convert.ToByte(Console.ReadLine());

Console.WriteLine("Enter Value of y");

y = Convert.ToByte(Console.ReadLine());

Console.WriteLine("Enter choice");

ch = Convert.ToByte(Console.ReadLine());

if(ch==1)

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

else if(ch==2)

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

else if(ch==3)

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

else if(ch==4)

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

else if(ch==5)

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

else

Console.WriteLine("Invalid Choice");

}

}

}

using System;

using System.Collections.Generic;

using System.Text;

namespace Demo2

{

class SwitchDemo

{

static void Main()

{

int x, y;

int ch;

Console.WriteLine("Enter Value of x");

x = Convert.ToByte(Console.ReadLine());

Console.WriteLine("Enter Value of y");

y = Convert.ToByte(Console.ReadLine());

Console.WriteLine("Enter choice");

ch = Convert.ToByte(Console.ReadLine());

switch (ch)

{

case 1:

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

break;

case 2:

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

break;

case 3:

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

break;

case 4:

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

break;

case 5:

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

break;

default:

Console.WriteLine("Invalid Choice");

break;

}

}

}

}

using System;

using System.Collections.Generic;

using System.Text;

namespace Demo2

{

class SwitchDemo

{

static void Main()

{

int x, y;

int ch;

Console.WriteLine("Enter Value of x");

x = Convert.ToByte(Console.ReadLine());

Console.WriteLine("Enter Value of y");

y = Convert.ToByte(Console.ReadLine());

Console.WriteLine("Enter choice");

ch = Convert.ToByte(Console.ReadLine());

switch (ch)

{

case 1:

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

break;

case 2:

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

break;

case 3:

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

break;

default:

Console.WriteLine("Invalid Choice");

break;

case 4:

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

break;

case 5:

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

break;

}

}

}

}

using System;

using System.Collections.Generic;

using System.Text;

namespace Demo2

{

class do\_whileLoopDemo

{

static void Main()

{

int i = 100;

do

{

Console.WriteLine(i);

i++;

} while (i <= 10);

}

}

}

using System;

using System.Collections.Generic;

using System.Text;

namespace Demo2

{

class whileLoopDemo

{

static void Main()

{

int i = 1;

while(i<=10)

{

Console.WriteLine(i);

i++;

}

}

}

}

using System;

using System.Collections.Generic;

using System.Text;

namespace Demo2

{

class ForLoopDemo

{

static void Main()

{

int i = 1;

for (; i<=10;)

{

Console.WriteLine(i);

i++;

}

}

}

}

using System;

using System.Collections.Generic;

using System.Text;

namespace Demo2

{

class SingeDimensionalArrayDemo

{

// Take 10 numbers & display them

static void Main()

{

int[] num = new int[10];

Console.WriteLine("Enter Numbers");

for(int i=0;i<10; i++)

{

num[i] = Convert.ToByte(Console.ReadLine());

}

Console.WriteLine("Numbers are ");

for (int i = 0; i < 10; i++)

{

Console.WriteLine(num[i]);

}

}

}

}

using System;

using System.Collections.Generic;

using System.Text;

namespace Demo2

{

class Sum\_Average

{ // Take 10 numbers & display their sum & average

static void Main()

{

int[] num = new int[10];

int sum = 0;

Console.WriteLine("Enter Numbers");

for (int i = 0; i < 10; i++)

{

num[i] = Convert.ToByte(Console.ReadLine());

sum += num[i];

}

float avg = (float)sum / 10;

Console.WriteLine("Sum is " + sum);

Console.WriteLine("Average is "+ avg);

}

}

}

using System;

using System.Collections.Generic;

using System.Text;

namespace Demo2

{

class InitializeArray

{

// Take 10 numbers & display their sum & average

static void Main()

{

// Declare & Initialize Array

int[] num = new int[] { 1, 2, 3, 4 };

int sum = 0;

for (int i = 0; i < num.Length; i++)

{

sum += num[i];

}

float avg = (float)sum / 10;

Console.WriteLine("Sum is " + sum);

Console.WriteLine("Average is " + avg);

}

}

}

using System;

using System.Collections.Generic;

using System.Text;

namespace Demo2

{

class TwoDimensionArrayDemo

{

static void Main()

{

int[,] num = new int[3, 3];

Console.WriteLine("Enter Numbers");

for (int i = 0; i < 3; i++)

{

for (int j = 0; j < 3; j++)

{

num[i, j] = Convert.ToByte(Console.ReadLine());

}

}

Console.WriteLine("Elements are ");

for (int i = 0; i < 3; i++)

{

for (int j = 0; j < 3; j++)

{

Console.Write(num[i, j] + "\t");

}

Console.WriteLine();

}

}

}

}