namespace Payroll

{

class Employee

{

}

class Accounts

{

}

class Salary

{

}

}

namespace Attenadance

{

class Employee

{

}

class Manager

{

}

}

Student.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

class Student

{

int rn;

string name;

string batchCode;

int marks;

public void GetDetails()

{

Console.WriteLine("Enter RollNo");

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

Console.WriteLine("Enter Name");

name = Console.ReadLine();

Console.WriteLine("Enter Batch Code");

batchCode = Console.ReadLine();

Console.WriteLine("Enter Marks");

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

}

public void DisplayDetails()

{

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

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

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

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

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

class Program

{

static void Main()

{

Student student = new Student();

student.GetDetails();

student.DisplayDetails();

}

}

More than 1 object

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

class Program

{

static void Main()

{

Student student1 = new Student();

student1.GetDetails();

student1.DisplayDetails();

Student student2; // declaration , memory is not allocated

student2 = new Student();

student2.GetDetails();

student2.DisplayDetails();

Student student3 = new Student();

student3.GetDetails();

student3.DisplayDetails();

}

}

Array of Objects

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Day3Demos

{

class File2

{

static void Main()

{

// Array of Objects

Student[] students = new Student[10];

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

{

Console.WriteLine("Enter Details for {0}", i + 1);

students[i] = new Student();

students[i].GetDetails();

}

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

{

Console.WriteLine("Details for Studnet No {0}", i + 1);

students[i].DisplayDetails();

}

}

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

class Student2

{

int rn;

string name;

public static string batchCode = "B001";

int marks;

public void GetDetails()

{

Console.WriteLine("Enter RollNo");

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

Console.WriteLine("Enter Name");

name = Console.ReadLine();

Console.WriteLine("Enter Marks");

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

}

public void DisplayDetails()

{

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

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

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

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

class Program

{

static void Main()

{

Student2 student1 = new Student2();

**Console.WriteLine("Batch Code is " + Student2.batchCode);**

student1.GetDetails();

student1.DisplayDetails();

Student2 student2; // declaration , memory is not allocated

student2 = new Student2();

student2.GetDetails();

student2.DisplayDetails();

Student2 student3 = new Student2();

student3.GetDetails();

student3.DisplayDetails();

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

class Student2

{

int rn;

string name;

static string batchCode;

int marks;

**static public void DisplayBatch()**

**{**

**batchCode = "B001";**

**Console.WriteLine("Batch Code is " + batchCode);**

**}**

public void GetDetails()

{

Console.WriteLine("Enter RollNo");

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

Console.WriteLine("Enter Name");

name = Console.ReadLine();

Console.WriteLine("Enter Marks");

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

}

public void DisplayDetails()

{

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

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

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

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

class Program

{

static void Main()

{

Student2 student1 = new Student2();

**Student2.DisplayBatch();**

student1.GetDetails();

student1.DisplayDetails();

Student2 student2; // declaration , memory is not allocated

student2 = new Student2();

student2.GetDetails();

student2.DisplayDetails();

Student2 student3 = new Student2();

student3.GetDetails();

student3.DisplayDetails();

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

class Student2

{

int rn;

string name;

**static string batchCode;**

int marks;

public const string companyName="UST";

static public void DisplayBatch()

{

batchCode = "B001";

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

}

public void GetDetails()

{

Console.WriteLine("Enter RollNo");

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

Console.WriteLine("Enter Name");

name = Console.ReadLine();

Console.WriteLine("Enter Marks");

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

}

public void DisplayDetails()

{

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

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

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

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

class Program

{

static void Main()

{

Student2 student1 = new Student2();

**Student2.DisplayBatch();**

**Console.WriteLine("Employees of " + Student2.companyName);**

student1.GetDetails();

student1.DisplayDetails();

Student2 student2; // declaration , memory is not allocated

student2 = new Student2();

student2.GetDetails();

student2.DisplayDetails();

Student2 student3 = new Student2();

student3.GetDetails();

student3.DisplayDetails();

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Day3Demos

{

class ForEachDemo

{

static void Main()

{

int[] num = new int[] { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };

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

{

num[i] = 10;

Console.WriteLine(num[i]);

}

foreach(int temp in num)

{

Console.WriteLine(temp);

}

}

}

}