using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp2

{

// Debugging > Want to see program flow

// We have to add breakpoint at statement frm where we want to see program flow

// We have run program in debug mode using F10, F11 Keys

internal class Program2

{

static void Main()

{

int num1, num2;

Console.WriteLine("Enter Num1");

num1 = Convert.ToByte(Console.ReadLine());

Console.WriteLine("Enter Num2");

num2 = Convert.ToByte(Console.ReadLine());

Console.WriteLine($"Sum of {num1} and {num2} is {num1 + num2}");

Console.WriteLine($"Difference of {num1} and {num2} is {num1 - num2}");

Console.WriteLine($"Product of {num1} and {num2} is {num1 \* num2}");

Console.WriteLine($"Quotient of {num1} and {num2} is {num1 / num2}");

Console.WriteLine($"Remainder of {num1} and {num2} is {num1 % num2}");

}

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp2

{

// Debugging > Want to see program flow

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internal class Program2

{

static void Main()

{

int num1, num2;

Console.WriteLine("Enter Num1");

num1 = Convert.ToByte(Console.ReadLine());

Console.WriteLine("Enter Num2");

num2 = Convert.ToByte(Console.ReadLine());

Console.WriteLine($"Sum of {num1} and {num2} is {num1 + num2}");

Console.WriteLine($"Difference of {num1} and {num2} is {num1 - num2}");

Console.WriteLine($"Product of {num1} and {num2} is {num1 \* num2}");

Console.WriteLine($"Quotient of {num1} and {num2} is {num1 / num2}");

Console.WriteLine($"Remainder of {num1} and {num2} is {num1 % num2}");

}

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp2

{

internal class Program3

{

static void Main()

{

int num1, num2, ch;

Console.WriteLine("Enter Num1 ");

num1 = Byte.Parse(Console.ReadLine());

Console.WriteLine("Enter Num2 ");

num2 = Byte.Parse(Console.ReadLine());

Console.WriteLine("Enter choice");

ch = Byte.Parse(Console.ReadLine());

if (ch == 1)

Console.WriteLine($"Sum of {num1} and {num2} is {num1 + num2}");

else if (ch == 2)

Console.WriteLine($"Differece of {num1} and {num2} is {num1 - num2}");

else if (ch == 3)

Console.WriteLine($"Product of {num1} and {num2} is {num1 \* num2}");

else if (ch == 4)

Console.WriteLine($"Quotient of {num1} and {num2} is {num1 / num2}");

else if (ch == 5)

Console.WriteLine($"Remainder of {num1} and {num2} is {num1 % num2}");

else

Console.WriteLine("Invalid choice");

}

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp2

{

internal class Program4

{

static void Main()

{

int num1, num2, ch;

Console.WriteLine("Enter Num1 ");

num1 = Byte.Parse(Console.ReadLine());

Console.WriteLine("Enter Num2 ");

num2 = Byte.Parse(Console.ReadLine());

Console.WriteLine("Enter choice");

ch = Byte.Parse(Console.ReadLine());

switch (ch)

{

case 1:

Console.WriteLine($"Sum of {num1} and {num2} is {num1 + num2}");

break;

case 2:

Console.WriteLine($"Differece of {num1} and {num2} is {num1 - num2}");

break;

case 3:

Console.WriteLine($"Product of {num1} and {num2} is {num1 \* num2}");

break;

case 4:

Console.WriteLine($"Quotient of {num1} and {num2} is {num1 / num2}");

break;

case 5:

Console.WriteLine($"Remainder of {num1} and {num2} is {num1 % num2}");

break;

default:

Console.WriteLine("Invalid choice");

break;

}

}

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp2

{

internal class Program5

{

static void Main()

{

int num1, num2;

string ch; //+ 1

Console.WriteLine("Enter Num1 ");

num1 = Byte.Parse(Console.ReadLine());

Console.WriteLine("Enter Num2 ");

num2 = Byte.Parse(Console.ReadLine());

Console.WriteLine("Enter choice");

ch = Console.ReadLine();

if (ch == "1" || ch=="+")

Console.WriteLine($"Sum of {num1} and {num2} is {num1 + num2}");

else if (ch == "2" || ch=="-")

Console.WriteLine($"Differece of {num1} and {num2} is {num1 - num2}");

else if (ch == "3" || ch=="\*")

Console.WriteLine($"Product of {num1} and {num2} is {num1 \* num2}");

else if (ch == "4" || ch=="/")

Console.WriteLine($"Quotient of {num1} and {num2} is {num1 / num2}");

else if (ch == "5" || ch=="%")

Console.WriteLine($"Remainder of {num1} and {num2} is {num1 % num2}");

else

Console.WriteLine("Invalid choice");

}

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp2

{

internal class Program6

{

static void Main()

{

int num1, num2;

string ch;

Console.WriteLine("Enter Num1 ");

num1 = Byte.Parse(Console.ReadLine());

Console.WriteLine("Enter Num2 ");

num2 = Byte.Parse(Console.ReadLine());

Console.WriteLine("Enter choice");

ch = Console.ReadLine();

switch (ch)

{

case "1":

case "+":

Console.WriteLine($"Sum of {num1} and {num2} is {num1 + num2}");

break;

case "2":

case "-":

Console.WriteLine($"Differece of {num1} and {num2} is {num1 - num2}");

break;

case "3":

case "\*":

Console.WriteLine($"Product of {num1} and {num2} is {num1 \* num2}");

break;

case "4":

case "/":

Console.WriteLine($"Quotient of {num1} and {num2} is {num1 / num2}");

break;

case "5":

case "%":

Console.WriteLine($"Remainder of {num1} and {num2} is {num1 % num2}");

break;

default:

Console.WriteLine("Invalid choice");

break;

}

}

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp2

{

internal class Loop1

{

static void Main()

{

// print from 1 to 10

// while loop

Console.WriteLine("Using while loop");

int n = 1; // initialze

while(n<=10) // condition

{

Console.WriteLine(n);

n++; // increment

}

Console.WriteLine("Using do while loop");

n = 1;

do

{

Console.WriteLine(n);

n++;

} while(n<=10);

Console.WriteLine("Using for loop");

for(int i=1;i<=10;i++)

Console.WriteLine(i);

}

}

}