**Tutorial 1**

**1).** using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp2

{

internal class Program

{

static void Main(string[] args)

{

Console.WriteLine("Enter Name:");

string Name = Console.ReadLine();

Console.WriteLine("Enter Marks:");

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

string Grade;

if(Mark>=75 && Mark<=100)

{

Grade = "A";

}

else if(Mark>=60 && Mark<=74)

{

Grade = "B";

}

else if(Mark>=50 && Mark<=60)

{

Grade = "C";

}

else if (Mark>=40 && Mark<=50)

{

Grade = "D";

}

else

{

Grade= "Fail";

}

Console.WriteLine("Student Name:" + Name);

Console.WriteLine("Student Grade:" + Grade);

Console.ReadLine();

}

}

}

**2).** using System;

using System.Collections.Generic;

using System.Diagnostics.CodeAnalysis;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp3

{

internal class Program

{

static void Main(string[] args)

{

Console.WriteLine("Enter number1:");

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

Console.WriteLine("Enter Number2:");

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

int a = num1 + num2;

int b = num1 - num2;

int c = num1 \* num2;

double d = (double)num1 / num2;

Console.WriteLine("Sum:" + a);

Console.WriteLine("Subtraction:" + b);

Console.WriteLine("multiplication:" + c);

Console.WriteLine("division:" + d);

Console.ReadLine();

}

}

}