分离姓名

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace week9

{

class Program

{

static void Main(string[] args)

{

string str\_name;

int i\_location,i\_length;

Console.WriteLine("Please input your name:");

str\_name = Console.ReadLine();

i\_location = str\_name.IndexOf(" ");

i\_length = str\_name.Length;

Console.WriteLine("Your first name is:" + str\_name.Substring(0, i\_location));

Console.WriteLine("Your last name is:" + str\_name.Substring(i\_location+1, i\_length-i\_location-1));

}

}

}

Task3.1

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Task3.\_1

{

class Program

{

static void Main(string[] args)

{

string str\_1, str\_2, str\_3;

Console.WriteLine("Please input 3 chracters:");

Console.Write("input the first character:");

str\_1 = Console.ReadLine();

Console.Write("input the second character:");

str\_2 = Console.ReadLine();

Console.Write("input the third character:");

str\_3 = Console.ReadLine();

Console.WriteLine("welcome," + str\_1 + str\_2 + str\_3 + "," + "have a nice day!");

}

}

}

Task3.2

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Task3.\_2

{

class Program

{

static void Main(string[] args)

{

int int\_1, int\_2, int\_sum, int\_dif, int\_pro, int\_quo;

Console.WriteLine("Please input 2 integers");

int\_1 = Convert.ToInt32(Console.ReadLine());

int\_2 = Convert.ToInt32(Console.ReadLine());

int\_sum = int\_1 + int\_2;

Console.WriteLine("Sum=" + int\_sum);

int\_dif = int\_1 - int\_2;

Console.WriteLine("Difference=" + int\_dif);

int\_pro = int\_1 \* int\_2;

Console.WriteLine("Product=" + int\_pro);

int\_quo = int\_1 / int\_2;

Console.WriteLine("Quotient=" + int\_quo);

}

}

}

Task3.5

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Task3.\_5

{

class Program

{

static void Main(string[] args)

{

double d\_p1, d\_p2, d\_p3, d\_p4, d\_p5, d\_taxrate, d\_total, d\_tax;

d\_taxrate = double.Parse(Console.ReadLine());

d\_p1 = double.Parse(Console.ReadLine());

d\_p2 = double.Parse(Console.ReadLine());

d\_p3 = double.Parse(Console.ReadLine());

d\_p4 = double.Parse(Console.ReadLine());

d\_p5 = double.Parse(Console.ReadLine());

d\_total = d\_p1 + d\_p2 + d\_p3 + d\_p4 + d\_p5;

d\_tax = d\_total \* d\_taxrate;

Console.WriteLine("Toatalprice=" + d\_total);

Console.WriteLine("Totaltax=" + d\_tax);

}

}

}

Task3.7

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Task3.\_7

{

class Program

{

static void Main(string[] args)

{

double d\_RH, d\_OT, d\_WR, d\_RP, d\_OTP, d\_WP, d\_overtime = 1.5f;

d\_RH = Convert.ToDouble(Console.ReadLine());

d\_OT = Convert.ToDouble(Console.ReadLine());

d\_WR = Convert.ToDouble(Console.ReadLine());

d\_RP = d\_WR \* d\_RH;

d\_OTP = d\_WR \* d\_overtime \* d\_OT;

d\_WP = d\_RP + d\_OTP;

Console.WriteLine("Weekly pay is:" + d\_WP);

}

}

}

Lab2.1

using System;

namespace Lab2\_1

{ class Program

{ static void Main(string[] args)

{

float length = 9.1234f, width = 4.7890F, depth = 2.78f, Volume;

Volume = length \* width \* depth;

Console.WriteLine("The Volume is {0:#.###}" , Volume);

Console.WriteLine("The Volume is {0:#.###}", .5);

Console.WriteLine("The Volume is {0:0.###}", .5);

Console.WriteLine("The Volume is {0}", .5.ToString("#.###"));

Console.WriteLine("The Volume is {0:0.000}", .5);

Console.WriteLine("The Volume is {0:f3}", .5);

Console.WriteLine("The Volume is {0:f}", .5);

Console.WriteLine("The Volume is {0:f0}", .5);

Console.WriteLine("The Volume is {0:f6}", .5);

}

}

}

Lab2.2

using System;

namespace Lab2\_2

{ class Program

{ static void Main(string[] args)

{

int length = 10, width = 20, depth = 10, x;

x = length + width \* depth;

x = (length + width) \* depth;

Console.WriteLine("{0:f} + {1:f} \* {2:f} = {3:f}", length, width, depth, x);

x = (length + width) \* depth;

Console.WriteLine("({0:f} + {1:f}) \* {2:f} = {3:f}", length, width, depth, x);

}

}

}

Lab2.3

using System;

namespace Lab2\_3

{ class Program

{ static void Main(string[] args)

{

decimal Item1 = 12.65m, Item2 = 23.56m, Percent = 40, Total;

Total = Item1 + Item2;

Console.WriteLine("Sub Total: {0:c} + {1:c} = {2:c}", Item1, Item2, Total);

Total = (Item1 + Item2) \* Percent/100;

Console.WriteLine("Discount: ({0:c} + {1:c}) \* {2:f} % = {3:c}", Item1, Item2, Percent, Total);

Console.WriteLine("Due Amount: {0:c}", (Item1 + Item2) - Total);

}

}

}

Lab2.4

using System;

namespace Lab2\_4

{

class Program

{

static void Main(string[] args)

{

decimal Item1 = 12.65m, Item2 = 23.56m, Percent = 40, Discount, Total;

Total = Item1 + Item2;

Discount = (Item1 + Item2) \* Percent/100;

Console.WriteLine("\n\t\tMYER STORE\n\t\tHalf Year Sales\n");

Console.WriteLine("\t{0,-15}:{1,8:c}", "Item 1", Item1);

Console.WriteLine("\t{0,-15}:{1,8:c}", "Item 2", Item2);

Console.WriteLine("\t{0,-15}:{1}", "", new string('\*',8));

Console.WriteLine("\t{0,-15}:{1,8:c}", "Sub Total", Total);

Console.WriteLine("\t{0,-15}:{1,8:c} (-{2:f} %)", "Discount", Discount, Percent);

Console.WriteLine("\t{0,-15}:{1}", "", new string('\*', 8));

Console.WriteLine("\t{0,-15}:{1,8:c}\n\n", "Due Amount", Total - Discount);

}

}

}

Lab2.6

using System;

namespace Lab2\_6

{

class Program

{

static void Main(string[] args)

{

decimal Item1 = 1020.65m, Item2 = 23.56m, Percent = 40, Discount, Total;

Total = Item1 + Item2;

Discount = (Item1 + Item2) \* Percent/100;

Console.WriteLine("\n\t\tMYER STORE\n\t\tHalf Year Sales\n");

Console.WriteLine("\t{0,-15}${1,8:f}", "Item 1:", Item1);

Console.WriteLine("\t{0,-15}${1,8:f}", "Item 2:", Item2);

Console.WriteLine("\t{0,-16}{1,8:f}", "", new string('\*',8));

Console.WriteLine("\t{0,-15}${1,8:f}", "Sub Total:", Total);

Console.WriteLine("\t{0,-15}${1,8:f} (-{2:p2})", "Discount:", Discount, Percent/100);

Console.WriteLine("\t{0,-16}{1,8:f}", "", new string('\*', 8));

Console.WriteLine("\t{0,-15}${1,8:f}\n\n", "Due Amount:", Total - Discount);

}

}

}

Lab2,7

using System;

namespace Lab2\_7

{

class Program

{

static void Main(string[] args)

{

float Item1 = 12.65f, Item2 = 23.56f, Percent = 40, Discount, Total;

Total = Item1 + Item2;

Discount = (Item1 + Item2) \* Percent/100;

Console.WriteLine("\n\t\tMYER STORE\n\t\tHalf Year Sales\n");

Console.WriteLine("\t{0,-15}${1,8:f}", "Item 1:", Item1);

Console.WriteLine("\t{0,-15}${1,8:f}", "Item 2:", Item2);

Console.WriteLine("\t{0,-15}{1}", "", new string('\*',10));

Console.WriteLine("\t{0,-15}${1,8:f}", "Sub Total:", Total);

Console.WriteLine("\t{0,-15}${1,8:f} (-{2:p2})", "Discount:", Discount, Percent/100);

Console.WriteLine("\t{0,-15}{1}", "", new string('\*', 10));

Console.WriteLine("\t{0,-15}${1,8:f}\n\n", "Due Amount:", Total - Discount);

}

}

}