

.Net Programming Lab-2

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Sec-13

IN-LAB:

1. Write a C# code to implement the Tasks on Looping Statements?

TASK1: For a positive integer n calculate the *result* value, which is equal to the sum of the odd numbers in n

Example

```
n = 1234    result = 4 (1 + 3)
n = 246     result = 0
```

TASK2: For a positive integer n calculate the result value, which is equal to the sum of the “1” in the binary representation of n . Example

```
n = 14(decimal) = 1110(binary)    result = 3    n
= 128(decimal) = 1000 0000(binary) result = 1
```

TASK3: For a positive integer n , calculate the result value equal to the sum of the first n Fibonacci numbers Note: Fibonacci numbers are a series of numbers in which each next number is equal to the sum of the two preceding ones: 0, 1, 1, 2, 3, 5, 8, 13... (F0=0, F1=F2=1, then $F(n)=F(n-1)+F(n-2)$ for $n>2$) Example

```
n = 8    result = 33    n
= 11     result = 143
```

Sol:

```
using System;
```

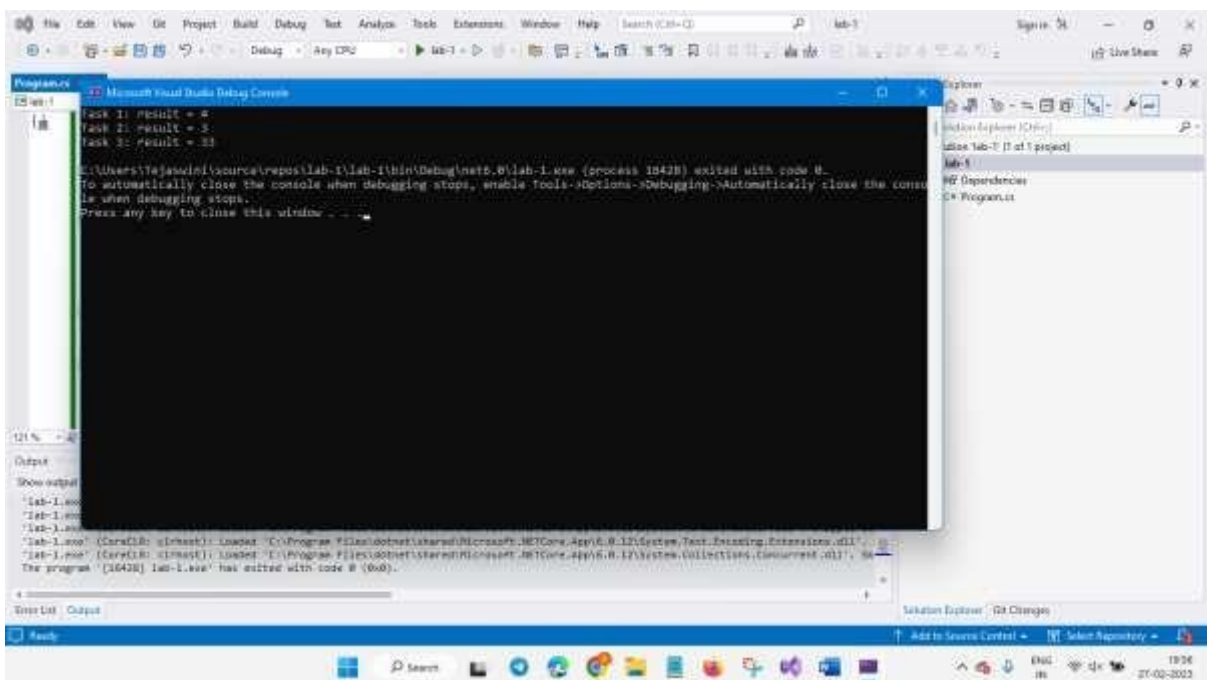
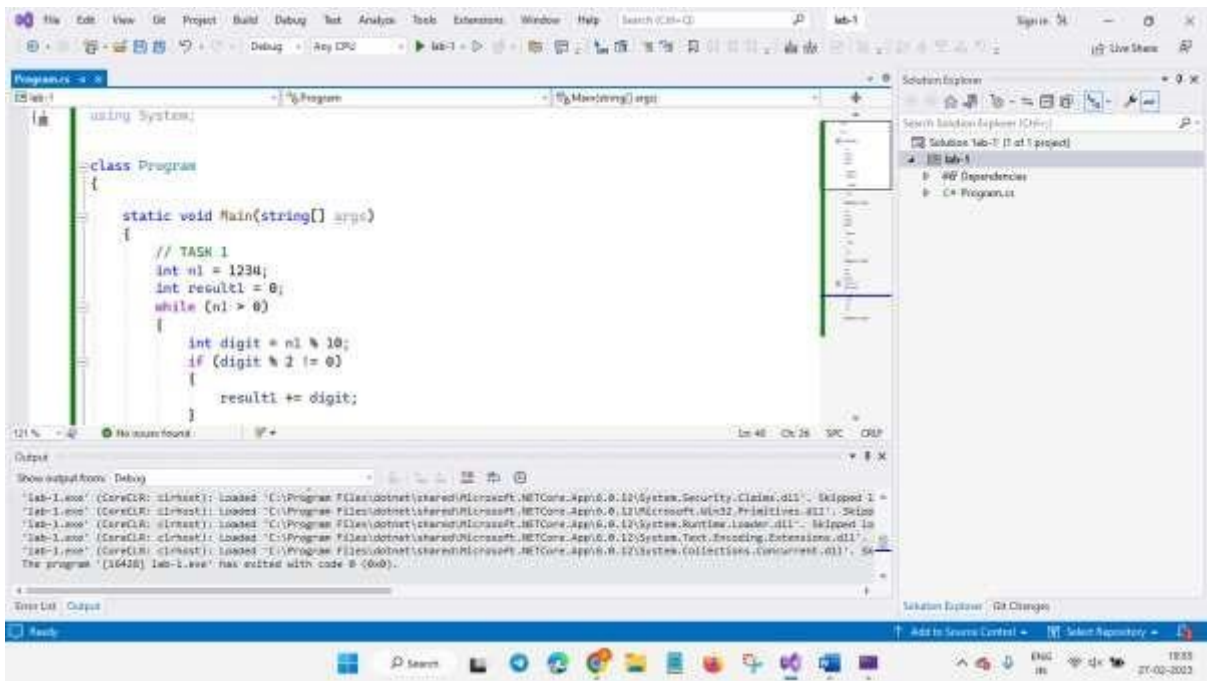
```
class Program
```

```
{
    static void Main(string[] args)
    {
        // TASK 1
        int n1 = 1234;
        int result1 = 0;
        while (n1 > 0)
        {
            int digit = n1 % 10;
            if (digit % 2 != 0)
            {
```

```
        result1 += digit;
    }
    n1 /= 10;
}
Console.WriteLine($"Task 1: result = {result1}");
```

```
// TASK 2
int n2 = 14;    int
result2 = 0;
while (n2 > 0)
{
    if ((n2 & 1)
    == 1)
    {
        result2++;
    }    n2
    >>= 1;
}
Console.WriteLine($"Task 2: result = {result2}");
```

```
// TASK 3    int n3 =
8;    int result3 = 0;    int
a = 0, b = 1, c = 0;    for (int
i = 0; i < n3; i++)
{
    result3
    += a;    c = a +
    b;    a = b;
    b = c;
}
Console.WriteLine($"Task 3: result = {result3}");
}
}
```



2. Write a C# code to implement the Tasks on Arrays?

TASK 1: In a given array of integers *nums* swap values of the first and the last array elements, the second and the penultimate etc., if the two exchanged values are even Example

{ 10, 5, 3, 4} => {4, 5, 3, 10}

{ 100, 2, 3, 4, 5} => {100, 4, 3, 2, 5}

{100, 2, 3, 45, 33, 8, 4, 54} => {54, 4, 3, 45, 33, 8, 2, 100}

TASK 2: In a given array of integers *nums* calculate integer *result* value, that is equal to the distance between the first and the last entry of the maximum value in the array.

Example

```
{4, 100!, 3, 4}      result =  
0  
{5, 50!, 50!, 4, 5}  result =  
1 {5, 350!, 350, 4, 350!} result  
= 3 {10!, 10, 10, 10, 10!} result  
= 4
```

TASK 3: In a predetermined two-dimensional integer array (square matrix) *matrix* insert 0 into elements to the left side of the main diagonal, and 1 into elements to the right side of the diagonal.

Example

```
{{2, 4, 3, 3},    {{2, 1, 1, 1},  
{5, 7, 8, 5},    => {0, 7, 1, 1},  
{2, 4, 3, 3},    {0, 0, 3, 1},  
{5, 7, 8, 5}}    {0, 0, 0, 5}}
```

Solution:

Task-1

using System;

public class Program

{

public static void Main()

{

// Initialize an example array

int[] nums = { 10, 5, 3, 4 };

Console.WriteLine("Original array: [{0}]", string.Join(", ", nums));

// Swap the even values from the start and end of the array

for (int i = 0, j = nums.Length - 1; i < j; i++, j--)

{

if (nums[i] % 2 == 0 && nums[j] % 2 == 0)

{

int temp = nums[i];

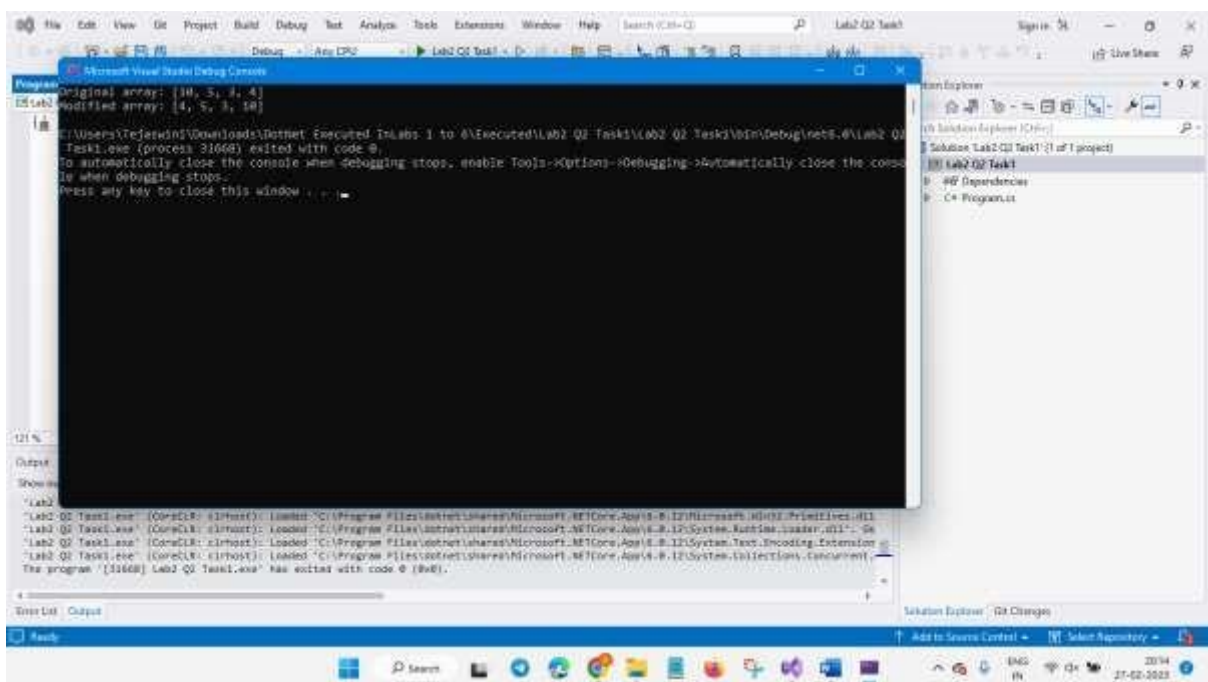
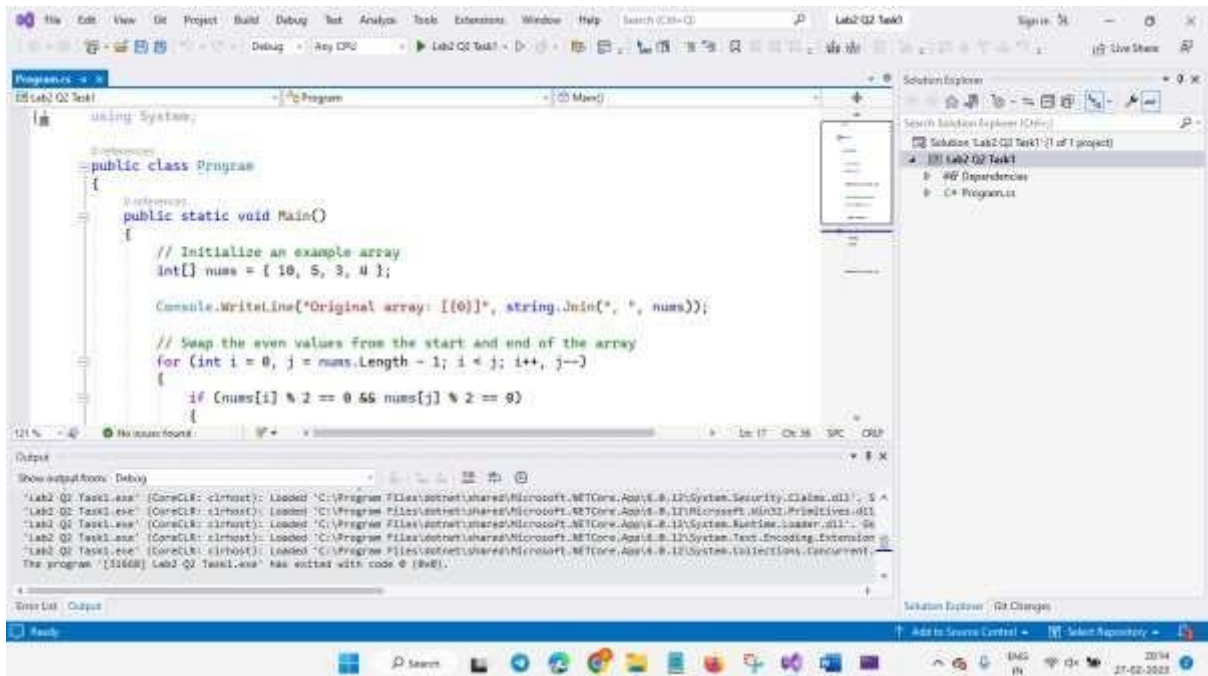
nums[i] = nums[j];

```

        nums[j] = temp;
    }
}

Console.WriteLine("Modified array: [{0}]", string.Join(", ", nums));
}
}

```



Task-2

using System;

```

public class Program
{
    public static void Main()
    {
        int[] nums = { 4, 100!, 3, 4 };

        Console.WriteLine("Original array: [{0}]", string.Join(", ", nums));

        int maxVal = nums[0];
        for (int i = 1; i < nums.Length; i++)
        {
            if (nums[i] > maxVal)
            {
                maxVal = nums[i];
            }
        }

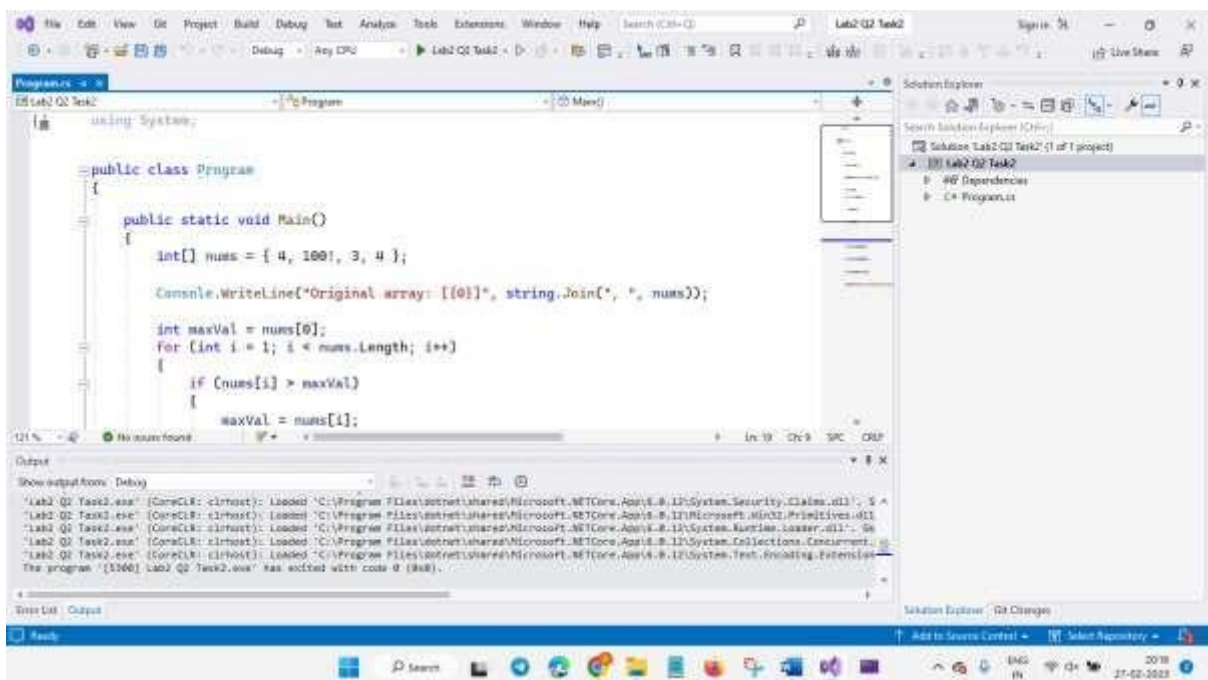
        int firstIndex = Array.IndexOf(nums, maxVal);

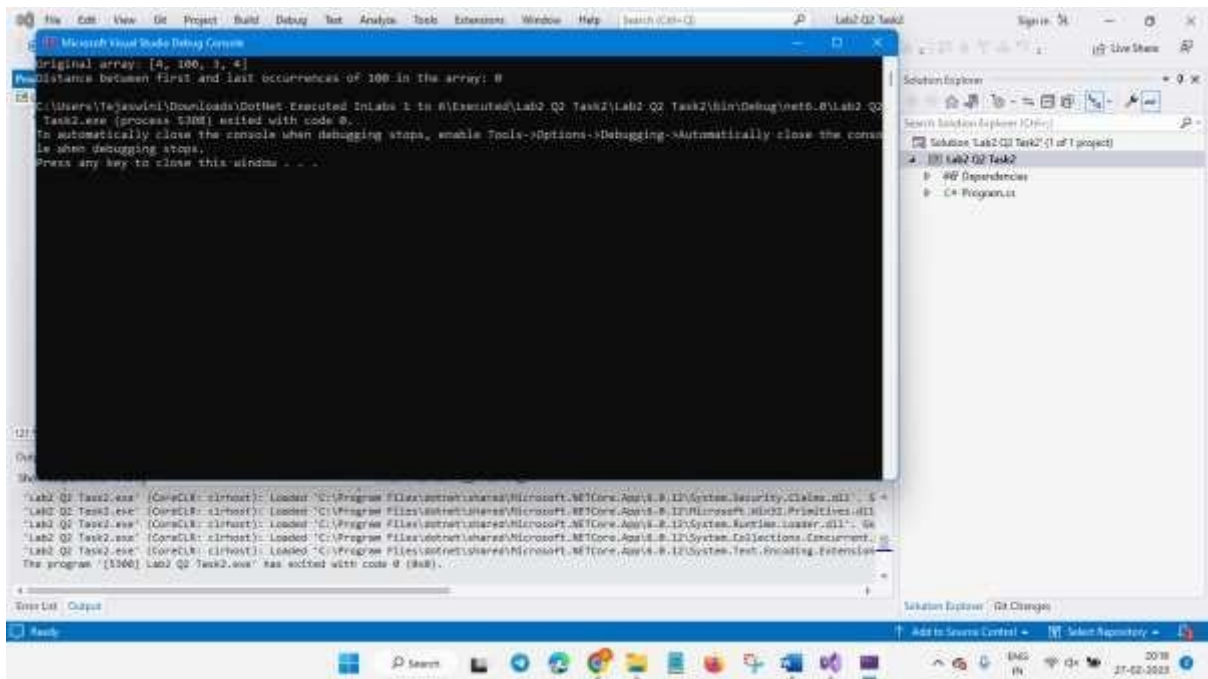
        int lastIndex = Array.LastIndexOf(nums, maxVal);

        int distance = Math.Abs(lastIndex - firstIndex);

        Console.WriteLine("Distance between first and last occurrences of {0} in
the array: {1}", maxVal, distance);
    }
}

```





Task-3

using System;

public class Program

{

 public static void Main()

 {

 int[,] matrix = {

{ 2,4,3,3 },

 { 5,7,8,5 },

 { 2,4,3,3 },

 { 5,7,8,5 }

 };

 Console.WriteLine("Original matrix:");

 PrintMatrix(matrix);

 for (int i = 0; i < matrix.GetLength(0); i++)

 {

 for (int j = 0; j < matrix.GetLength(1); j++)

 {

 if (j < i)

 {

 matrix[i, j] = 0;

 }

 else if (j > i)

 {

 matrix[i, j] = 1;

 }

 }

 }

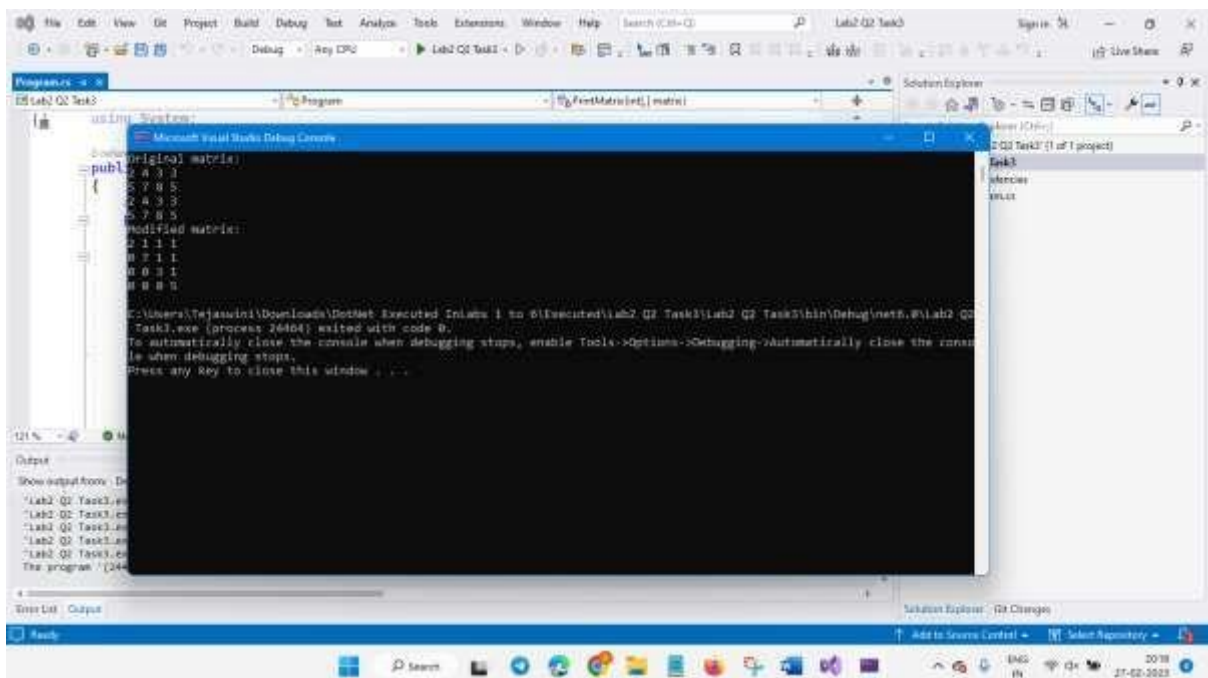
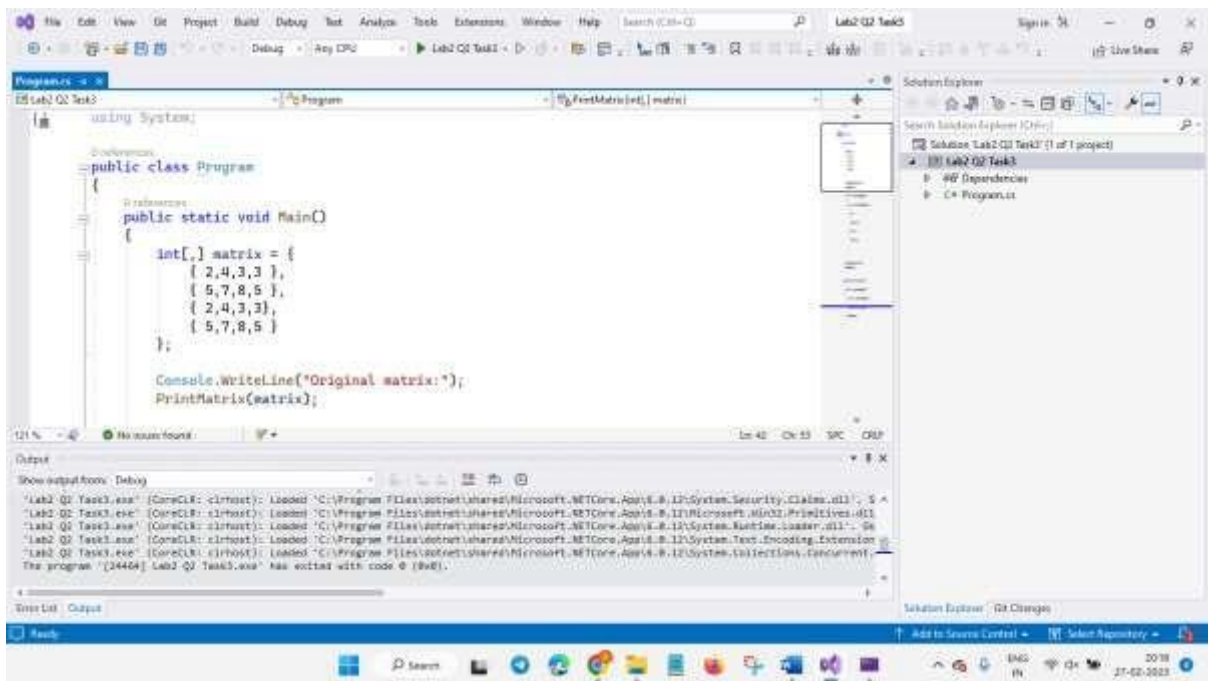
 Console.WriteLine("Modified matrix:");

 PrintMatrix(matrix);


```

    }
    private static void PrintMatrix(int[,] matrix)
    {
        for (int i = 0; i < matrix.GetLength(0); i++)
        {
            for (int j = 0; j < matrix.GetLength(1); j++)
            {
                Console.Write("{0} ", matrix[i, j]);
            }
            Console.WriteLine();
        }
    }
}

```



1. Write a C# code to implement the Tasks on Functions?

TASK 1: Create function *IsSorted*, determining whether a given array of integer values of arbitrary length is sorted in a given order (the order is set up by enum value *SortOrder*). Array and sort order are passed by parameters. Function does not change the array

TASK 2: Create function *Transform*, replacing the value of each element of an integer array with the sum of this element value and its index, only if the given array is sorted in the given order (the order is set up by enum value *SortOrder*). Array and sort order are passed by parameters. To check, if the array is sorted, the function *IsSorted* from the Task 1 is called.

Example

For {5, 17, 24, 88, 33, 2} and "ascending" sort order values in the array do not change;
For {15, 10, 3} and "ascending" sort order values in the array do not change;
For {15, 10, 3} and "descending" sort order the values in the array change to {15, 11, 5}

TASK 3: Create function *MultArithmeticElements*, which determines the multiplication of a given number of first n elements of arithmetic progression of real numbers with a given initial element of progression $a(1)$ and progression step t . $a(n)$ is calculated by the formula $a(n+1) = a(n) + t$. Example

For $a(1) = 5$, $t = 3$, $n = 4$ multiplication equals to $5 \cdot 8 \cdot 11 \cdot 14 = 6160$

TASK 4: Create function *SumGeometricElements*, determining the sum of the first elements of a decreasing geometric progression of real numbers with a given initial element of a progression $a(1)$ and a given progression step t , while the last element must be greater than a given $alim$. $a(n)$ is calculated by the formula $a(n+1) = a(n) \cdot t$, $0 < t < 1$. Example

For a progression, where $a(1) = 100$, and $t = 0.5$, the sum of the first elements, greater than $alim = 20$, equals to $100 + 50 + 25 = 175$

Solution:

Task-1

```
using System;

public enum SortOrder
{
    Ascending,
    Descending
}

public class Program
{
```

```

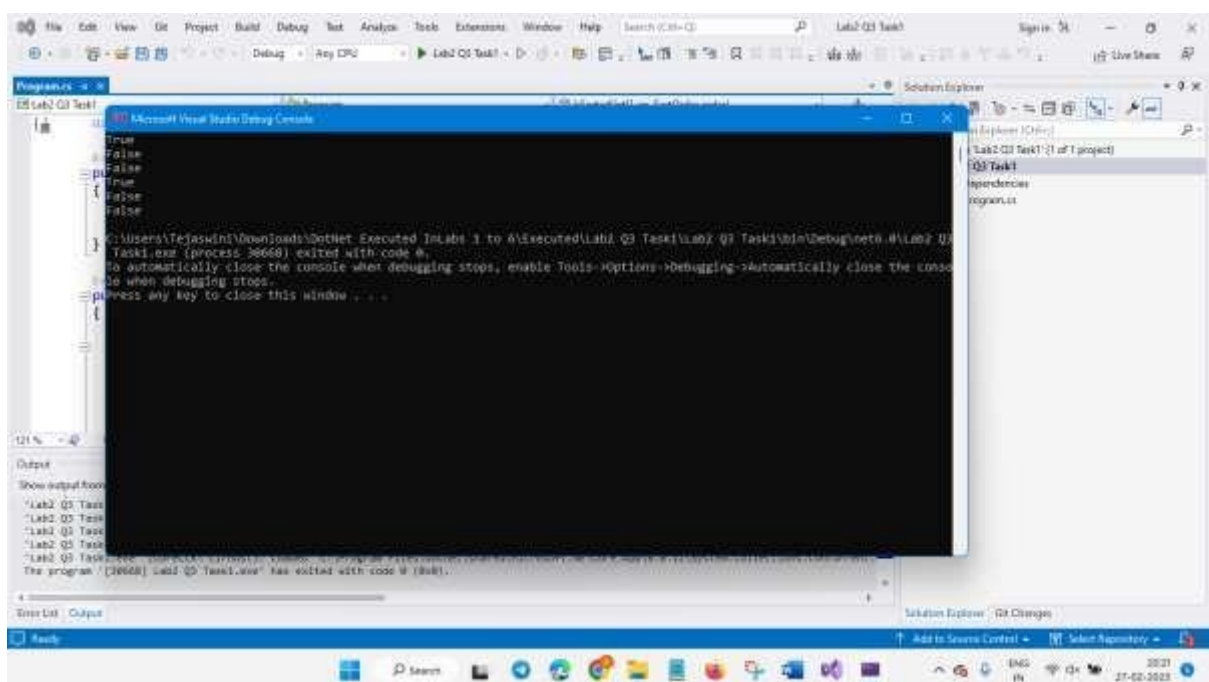
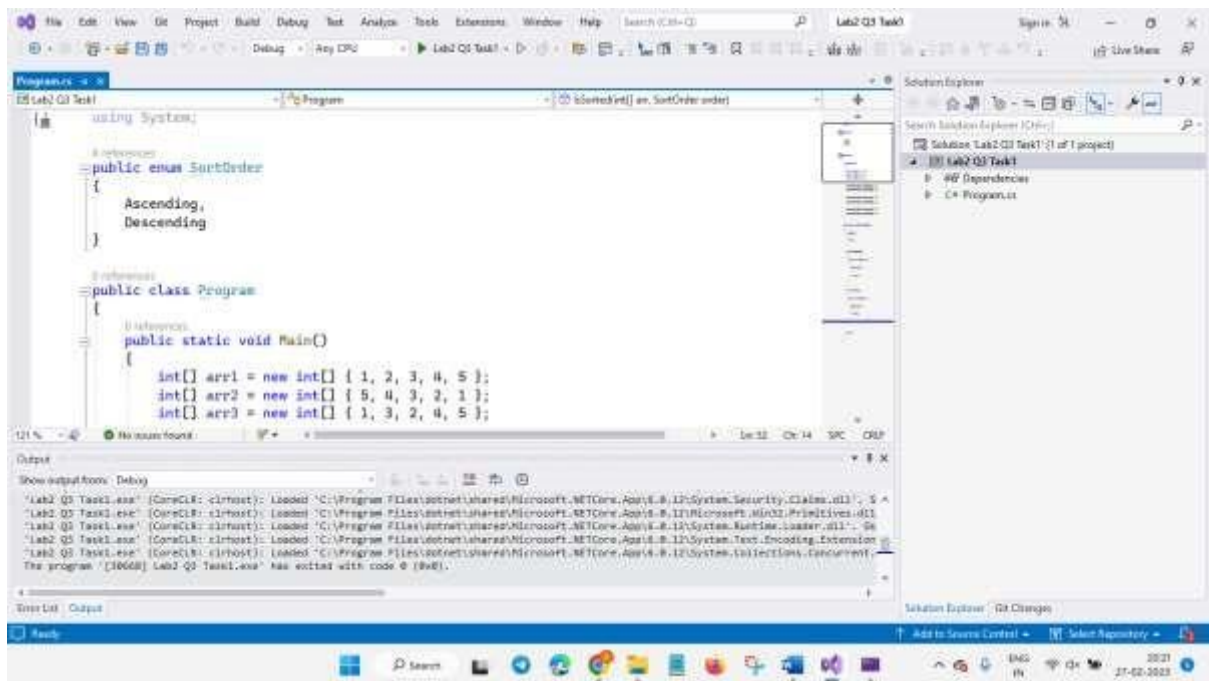
    public static void Main()
    {
        int[] arr1 = new int[] { 1, 2, 3, 4, 5 };
        int[] arr2 = new int[] { 5, 4, 3, 2, 1 };
        int[] arr3 = new int[] { 1, 3, 2, 4, 5 };

        Console.WriteLine(IsSorted(arr1, SortOrder.Ascending)); // true
        Console.WriteLine(IsSorted(arr1, SortOrder.Descending)); // false
        Console.WriteLine(IsSorted(arr2, SortOrder.Ascending)); // false
        Console.WriteLine(IsSorted(arr2, SortOrder.Descending)); // true

        Console.WriteLine(IsSorted(arr3, SortOrder.Ascending)); // false
        Console.WriteLine(IsSorted(arr3, SortOrder.Descending)); // false
    }
    public static bool IsSorted(int[] arr, SortOrder order)
    {
        if (arr.Length == 0)
        {
            return true;
        }

        if (order == SortOrder.Ascending)
        {
            for (int i = 0; i < arr.Length - 1; i++)
            {
                if (arr[i] > arr[i + 1])
                {
                    return false;
                }
            }
        }
        else // SortOrder.Descending
        {
            for (int i = 0; i < arr.Length - 1; i++)
            {
                if (arr[i] < arr[i + 1])
                {
                    return false;
                }
            }
        }
        return true;
    }
}

```



Task-2
using
System;

```
enum SortOrder { ASC, DESC };
```

```
class Program
{
    static void Main(string[] args)
    {
        int[] arr = { 15, 10, 3 };
        SortOrder sortOrder = SortOrder.ASC;
    }
}
```

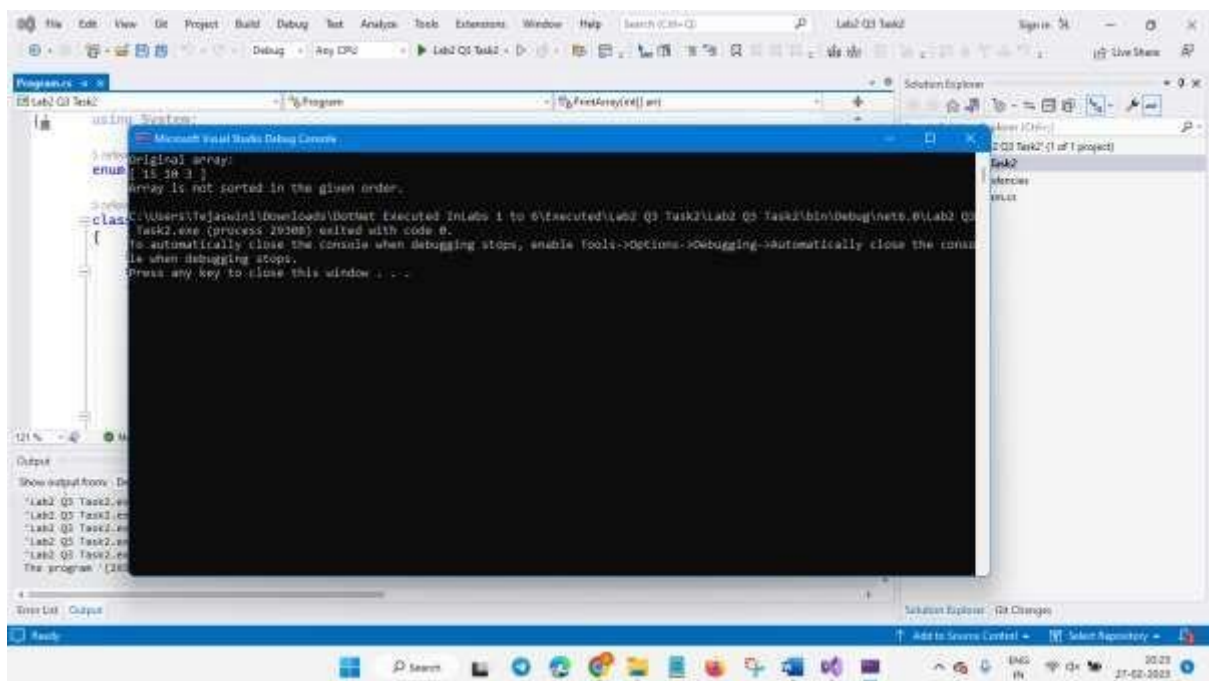
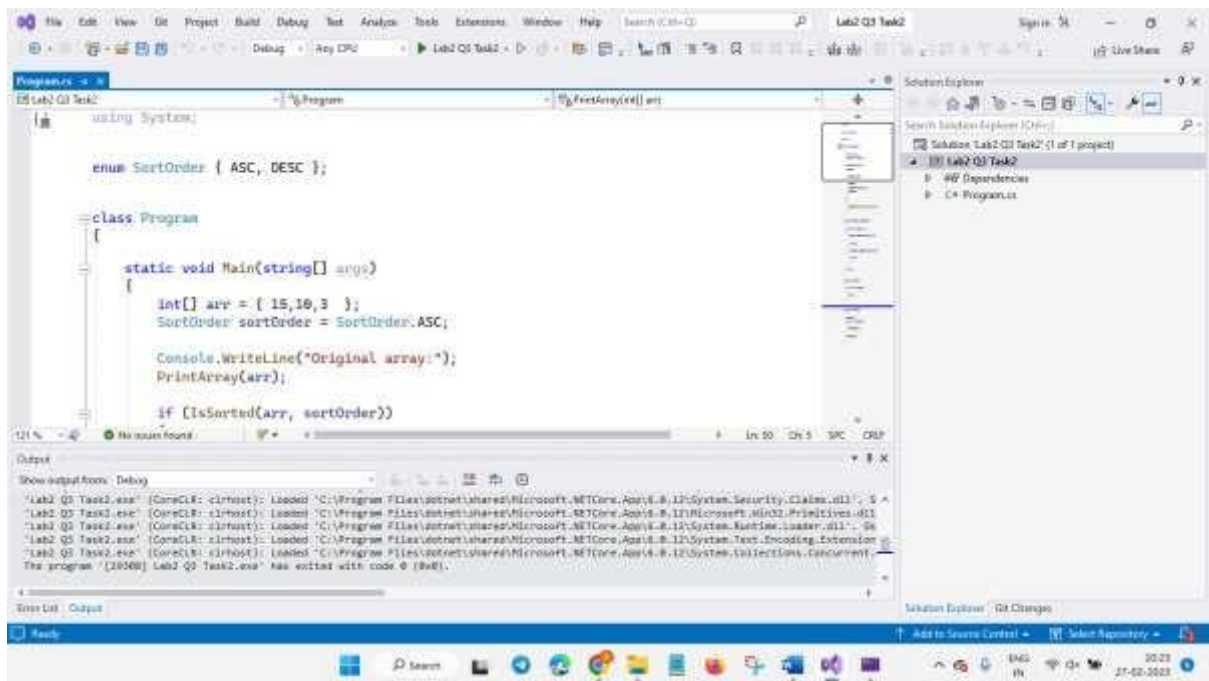
```

        Console.WriteLine("Original array:");
        PrintArray(arr);

        if (IsSorted(arr, sortOrder))
        {
            Transform(arr);
            Console.WriteLine("Transformed array:");
            PrintArray(arr);
        }
else
        {
            Console.WriteLine("Array is not sorted in the given order.");
        }
    }
    static bool IsSorted(int[] arr, SortOrder sortOrder)
    {
        for (int i = 0; i < arr.Length - 1; i++)
        {
            if (sortOrder == SortOrder.ASC && arr[i] > arr[i + 1])
            {
                return false;
            }
            else if (sortOrder == SortOrder.DESC && arr[i] < arr[i + 1])
            {
                return false;
            }
        }
        return
true;
    }
    static void Transform(int[] arr)
    {
        for (int i = 0; i < arr.Length; i++)
        {
            arr[i] += i;
        }
    }

    static void PrintArray(int[] arr)
    {
        Console.Write("[ ");
        for (int i = 0; i < arr.Length; i++)
        {
            Console.Write(arr[i] + " ");
        }
        Console.WriteLine("]");
    }
}

```



Task-3
using
System;

```

public class Program
{
    public static double MultArithmeticElements(int n, double a1, double t)
    {
        double an = a1 + (n - 1) * t;
        double product = a1;

        for (int i = 1; i < n; i++)
        {

```

```

        product *= a1 + (i * t);
    }

    return product;
}

static void Main(string[] args)
{
    int n = 4;

double a1 = 5.0;
double t = 3.0;

    double product = MultArithmeticElements(n, a1, t);

    Console.WriteLine($"The product of first {n} elements of the arithmetic
progression starting from {a1} with a step of {t} is {product}");
}
}

```

The screenshot displays the Visual Studio IDE with a C# console application named 'Lab2 Q3 Task3'. The code in the main file defines a static method `MultArithmeticElements` that calculates the product of the first `n` elements of an arithmetic progression starting from `a1` with a step of `t`. The `Main` method calls this method with `n=4`, `a1=5.0`, and `t=3.0`. The output window shows the program running successfully and exiting with code 0.

```

using System;

public class Program
{
    public static double MultArithmeticElements(int n, double a1, double t)
    {
        double a1 = a1 + (n - 1) * t;
        double product = a1;

        for (int i = 1; i < n; i++)
        {
            product *= a1 + (i * t);
        }

        return product;
    }
}

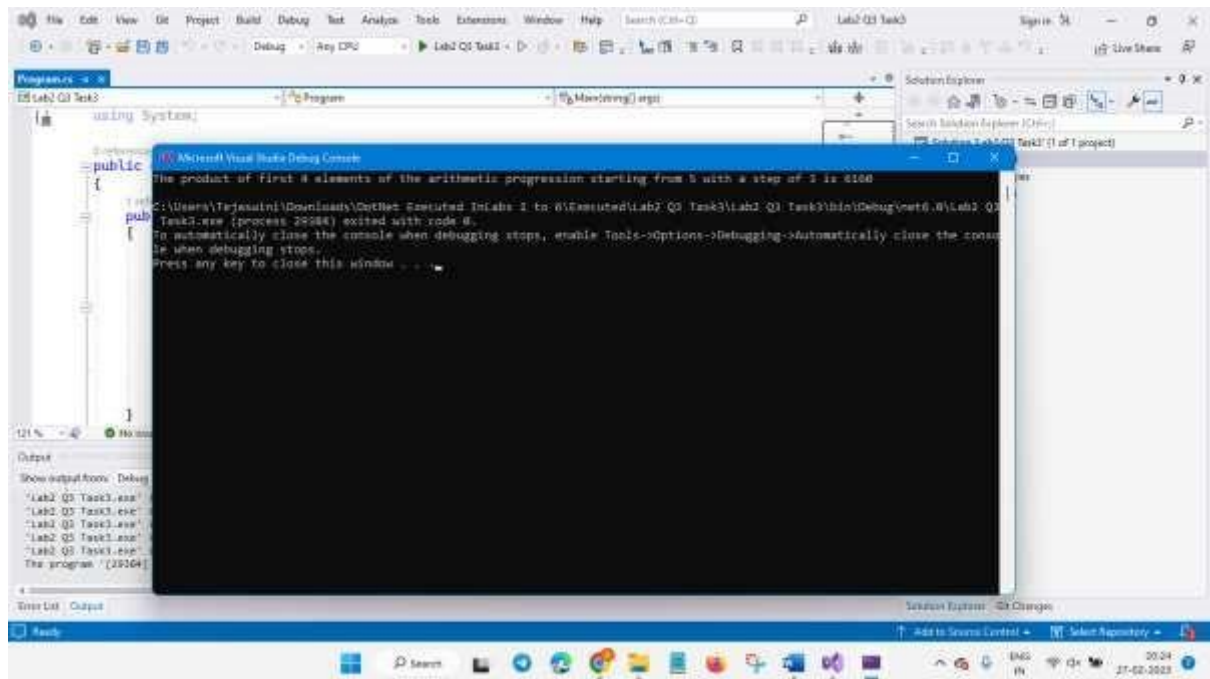
```

Output:

```

'Lab2 Q3 Task3.exe' (CoreCLR: clrhost): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\5.0.12\System.Security.Claims.dll'. S
'Lab2 Q3 Task3.exe' (CoreCLR: clrhost): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\5.0.12\Microsoft.Win32.Primitives.dll'. S
'Lab2 Q3 Task3.exe' (CoreCLR: clrhost): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\5.0.12\System.Runtime.Loader.dll'. S
'Lab2 Q3 Task3.exe' (CoreCLR: clrhost): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\5.0.12\System.Collections.Concurrent.
'Lab2 Q3 Task3.exe' (CoreCLR: clrhost): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\5.0.12\System.Text.Encoding.Extensions
The program '[20104] Lab2 Q3 Task3.exe' has exited with code 0 (0x0).

```



Task-4

using
System;

```

namespace SumGeometricProgression
{
    class Program
    {
        static double SumGeometricElements(double a1, double t, double alim, int
n)
        {
            double sum = a1;
double an = a1;           int
i = 1;

            while (i < n && an > alim)
            {
an *= t;
sum += an;
i++;
            }

            return sum;
        }
        static void Main(string[] args)
        {
            double a1 = 100.0; // initial element
double t = 0.5; // progression step           double
alim = 20.0; // last element limit           int n = 5;
// number of elements to sum

            double sum = SumGeometricElements(a1, t, alim, n);

            Console.WriteLine($"Sum of first {n} elements of decreasing geometric
progression with a(1)={a1}, t={t}, and a(n)>{alim} is {sum}");
        }
    }
}

```



```

    }
}

```

