using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Cs\_Lesson1

{

public class Program

{

static void Main(string[] args)

{

Console.Title = "Out First App";

//Console.BackgroundColor = ConsoleColor.Magenta;

//Console.WriteLine("Hello World!");

//Console.ForegroundColor = ConsoleColor.Blue;

//Console.WriteLine("Salam Dunya!");

//Console.ForegroundColor = ConsoleColor.White;

//Console.WriteLine("Salam Dunya!");

// Data types

// Value, reference, generic, pointer

// Value types

// bool, char, byte, decimal, double, float, int, long

//char character = 'A';

//Console.WriteLine(character);

//bool condition = false;

//Console.WriteLine(condition);

//Console.WriteLine("{0} {1}", character, condition);

//byte number = 256; error

//byte number = 255;

//Console.WriteLine(number);

////int a = 1.2; error

//int a = 1;

//Console.WriteLine(a);

//int a2 = (int)1.2;

//Console.WriteLine(a);

//int data = int.MaxValue;

//Console.WriteLine(data);

////double d = 1.3442348923849382943984293019402909;

////Console.WriteLine(d);

//decimal s = 1.2m;

//decimal s1 = 1.2m;

//decimal s2 = 1.3442348923849382943984293019M;

//Console.WriteLine(s);

//Console.WriteLine(s1);

//Console.WriteLine(s2);

//var a = 12;

//dynamic b = 12;

//b = "Salam";

// Literal and Constants

//const float pi = 3.14f;00

// interpolasiya $

//int number1 = 100;

//int number2 = 200;

////Console.WriteLine("First : " + number1 + "Second : " + number2); // bele olanda number1 ve number2 nin kopyasini yaradir

//Console.WriteLine($"First : {number1} Second : {number2}");

//Console.WriteLine("First : {0} Second : {1} ", number1, number2);

// @ verbatim

// int age = 12;

// Console.WriteLine($@"

//SAlama

//Programinfs {age}

// Developer

//C++

// C#

//"

//);

// Typecasting

//int a = 100;

//int b = 1.2;

//double d = 1.5;

//int a = (int)d;

//Console.WriteLine(a);

// Convert - pis ceheti : Cevire bilmese exception atir

//double d = 1.2;

//int a = Convert.ToInt32(d);

//Console.WriteLine(a);

//int a1 = Convert.ToInt32("123");

//Console.WriteLine(a1);

//// Parse

//int age = int.Parse(Console.ReadLine());

//Console.WriteLine($"Your age is {age}");

// Try Parse

//bool isInt = int.TryParse(Console.ReadLine(), out int value);

//if (isInt)

//{

// Console.WriteLine($"Value is {value}");

//}

//else

//{

// Console.WriteLine($"We cannot convert");

//}

// Random Console Keys

//Console.WriteLine("Enter number 1 : ");

//bool isInt1 = int.TryParse(Console.ReadLine(), out int n1);

//Console.WriteLine("Enter number 2 : ");

//bool isInt2 = int.TryParse(Console.ReadLine(), out int n2);

//Console.WriteLine("Enter number 3 : ");

//bool isInt3 = int.TryParse(Console.ReadLine(), out int n3);

//Console.WriteLine("Enter number 4 : ");

//bool isInt4 = int.TryParse(Console.ReadLine(), out int n4);

//if (isInt1 && isInt2 && isInt3 && isInt4)

//{

// Console.WriteLine($"Sum of number 1 and 3 : {n1 + n3}");

// Console.WriteLine($"Product of number 2 and 4 : {n2 \* n4}");

//}

//if (!isInt1)

//{

// Console.WriteLine("Incorrect input of number 1");

//}

//if (!isInt2)

//{

// Console.WriteLine("Incorrect input of number 2");

//}

//if (!isInt3)

//{

// Console.WriteLine("Incorrect input of number 3");

//}

//if (!isInt4)

//{

// Console.WriteLine("Incorrect input of number 4");

//}

//Console.WriteLine("\n\n");

//Console.WriteLine("Enter width of rectangle : ");

//bool isInt5 = int.TryParse(Console.ReadLine(), out int width);

//Console.WriteLine("Enter length of rectangle : ");

//bool isInt6 = int.TryParse(Console.ReadLine(), out int length);

//if (isInt5 && isInt6)

//{

// Console.WriteLine($"Area of rectangle : {length \* width}");

// Console.WriteLine($"Perimeter of rectangle: {2 \* (length + width)}");

//}

//if (!isInt5)

//{

// Console.WriteLine("Incorrect input of width");

//}

//if (!isInt6)

//{

// Console.WriteLine("Incorrect input of length");

//}

//catheter

//Console.WriteLine("Enter catheter 1 : ");

//bool iscatheter1 = int.TryParse(Console.ReadLine(), out int catheter1);

//Console.WriteLine("Enter catheter 2 : ");

//bool iscatheter2 = int.TryParse(Console.ReadLine(), out int catheter2);

//if (iscatheter1 && iscatheter2)

//{

// double x = catheter1 \* catheter1 + catheter2 \* catheter2;

// Console.Write($"Hypotenuse is {Math.Sqrt(x)}");

//}

//else

//{

// Console.WriteLine("Incorrect Input");

//}

//Console.WriteLine("\n");

//var key = Console.ReadKey();

//if (key.Key == ConsoleKey.Enter)

//{

// Console.WriteLine("Enter is clicked");

//}

//else

//{

// Console.WriteLine("Other key is clicked");

//}

//Random random = new Random();

//var number = random.Next(1,100);

//var precision = random.NextDouble();

//Console.WriteLine(precision);

//Console.WriteLine(number);

Console.WriteLine("Enter number : ");

bool isInt = int.TryParse(Console.ReadLine(), out int count);

if (isInt)

{

Random random = new Random();

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

{

Console.ForegroundColor = ConsoleColor.White;

Console.Clear();

int number1 = random.Next(1, 100);

int number2 = random.Next(1, 100);

int op = random.Next(1,5);

Console.Write(number1);

if (op == 1)

{

Console.Write("+");

}

else if (op == 2)

{

Console.Write("-");

}

else if (op == 3)

{

Console.Write("\*");

}

else if (op == 4)

{

Console.Write("/");

}

Console.Write(number2);

Console.Write(" = ");

bool isDouble = double.TryParse(Console.ReadLine(), out double answer);

if (isDouble)

{

if (op == 1)

{

if (answer == number1 + number2)

{

Console.ForegroundColor = ConsoleColor.Green;

Console.WriteLine("Correct!");

}

else

{

Console.ForegroundColor = ConsoleColor.Red;

Console.WriteLine("Inorrect!");

}

}

else if (op == 2)

{

if (answer == number1 - number2)

{

Console.ForegroundColor = ConsoleColor.Green;

Console.WriteLine("Correct!");

}

else

{

Console.ForegroundColor = ConsoleColor.Red;

Console.WriteLine("Inorrect!");

}

}

else if (op == 3)

{

if (answer == number1 \* number2)

{

Console.ForegroundColor = ConsoleColor.Green;

Console.WriteLine("Correct!");

}

else

{

Console.ForegroundColor = ConsoleColor.Red;

Console.WriteLine("Inorrect!");

}

}

else if (op == 4)

{

if (answer == number1 / number2)

{

Console.ForegroundColor = ConsoleColor.Green;

Console.WriteLine("Correct!");

}

else

{

Console.ForegroundColor = ConsoleColor.Red;

Console.WriteLine("Inorrect!");

}

}

}

else

{

Console.WriteLine("Incorrect Input!");

}

Console.WriteLine("\n\nPress any key to continue");

Console.ReadKey();

}

}

else

{

Console.ForegroundColor = ConsoleColor.Red;

Console.WriteLine("Inorrect Input!");

}

//Console.ReadKey();'

}

}

}