## Q1: Create a function able to write centered on screen the text that is indicated as a parameter (supposing a screen width of 80 characters) and then underline it (writing several hyphens under that word):  WriteUnderlined("Hello!");

## Output : in middle of screen Hello

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**Q2**: Take 5 colors enum then display its names with values.Then use SWITCH statement take user integer value if match with values then break else again and again user give input.When value matched Show message Program end.

## Q3:

* Create a new project, and include in it the class Person that you just created.
* Create a class "Student" and another class "Teacher", both descendants of "Person".
* The class "Student" will have a public method "GoToClasses", which will write on screen "I’m going to class."
* The class "Teacher" will have a public method "Explain", which will show on screen "Explanation begins". Also, it will have a private attribute "subject", a string.
* The class Person must have a method "SetAge (int n)" which will indicate the value of their age (eg, 20 years old).
* The student will have a public method "ShowAge" which will write on the screen "My age is: 20 years old" (or the corresponding number).
* You must create another test class called "StudentAndTeacherTest" that will contain "Main" and:
  + Create a Person and make it say hello
  + Create a student, set his age to 21, tell him to Greet and display his age
  + Create a teacher, 30 years old, ask him to say hello and then explain.
* **OUTPUT BE LIKE**

## Hello !!!

## Hello !!!

## My age is: 21 years old

## Hello !!!

## Explanation begins