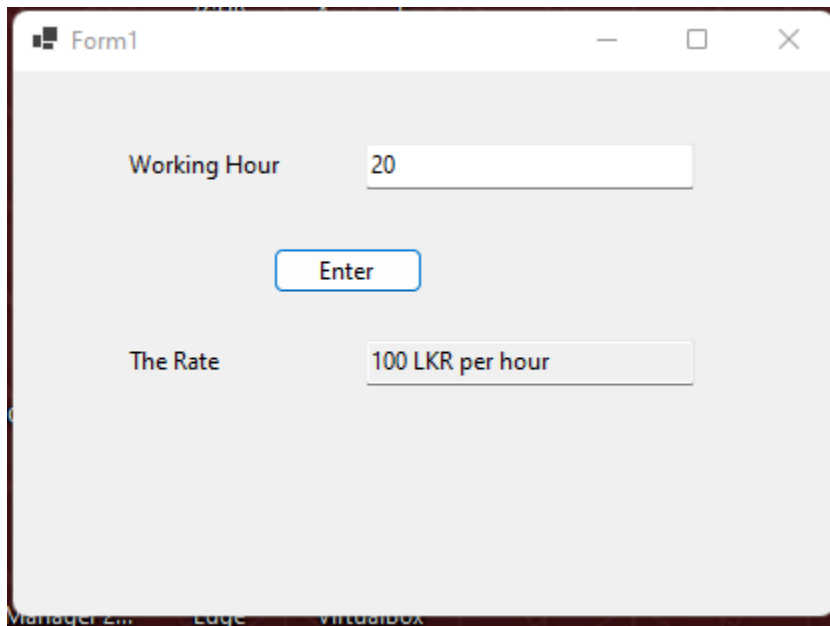


01.

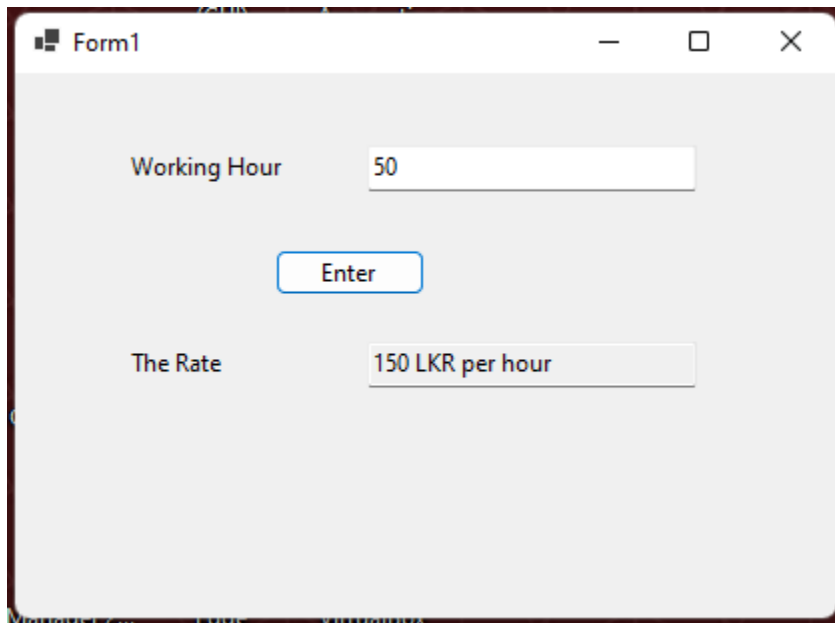


Form1

Working Hour 20

Enter

The Rate 100 LKR per hour



Form1

Working Hour 50

Enter

The Rate 150 LKR per hour

```
private void button1_Click(object sender, EventArgs e)
{
    if (float.Parse(hours.Text) <= 40)
    {
        rate.Text = "100 LKR per hour";
    }
    else
    {
        rate.Text = "150 LKR per hour";
    }
}
```

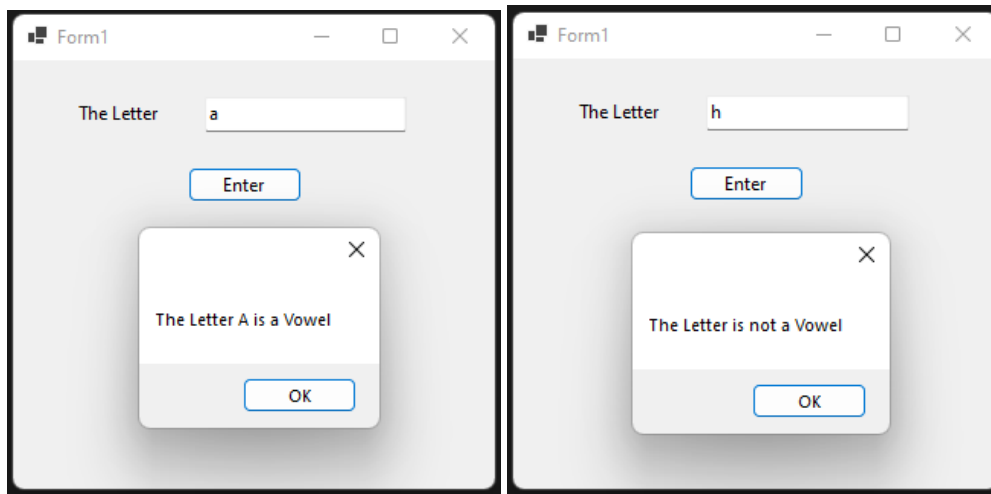
02.

The image displays four instances of a Windows form titled "Form1", each showing a different state of a match result calculation. The form contains three text boxes: "Match 01", "Match 02", and "Title", and an "Enter" button.

- Top Left:** "Match 01" contains "Win", "Match 02" is empty, and "Title" contains "Attacker".
- Top Right:** "Match 01" contains "Win", "Match 02" contains "Win", and "Title" contains "Champion".
- Bottom Left:** "Match 01" is empty, "Match 02" contains "Win", and "Title" contains "Attacker".
- Bottom Right:** "Match 01" is empty, "Match 02" is empty, and "Title" contains "Sportsman".

```
private void button1_Click(object sender, EventArgs e)
{
    if (m01.Text == "Win")
    {
        if (m02.Text == "Win")
        {
            title.Text = "Champion";
        }
        else
        {
            title.Text = "Attacker";
        }
    }
    else
    {
        if (m02.Text == "Win")
        {
            title.Text = "Attacker";
        }
        else
        {
            title.Text = "Sportsman";
        }
    }
}
```

03.



```
private void button1_Click(object sender, EventArgs e)
{
    String letter = lettertxt.Text;

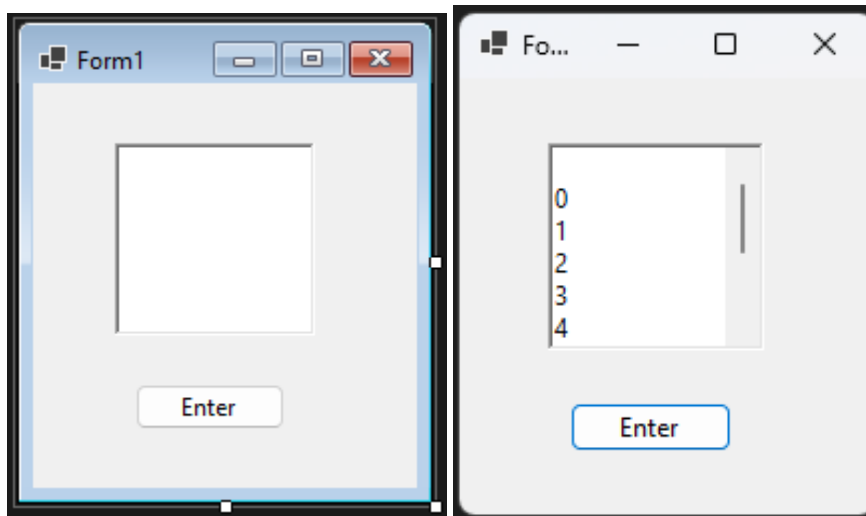
    switch (letter)
    {
        case "A":
            MessageBox.Show("The Letter A is a Vowel");
            break;
        case "E":
            MessageBox.Show("The Letter E is a Vowel");
            break;
        case "I":
            MessageBox.Show("The Letter I is a Vowel");
            break;
        case "O":
            MessageBox.Show("The Letter O is a Vowel");
            break;
        case "U":
            MessageBox.Show("The Letter U is a Vowel");
            break;
        case "a":
            MessageBox.Show("The Letter A is a Vowel");
            break;
        case "e":
            MessageBox.Show("The Letter E is a Vowel");
            break;
        case "i":
            MessageBox.Show("The Letter I is a Vowel");
            break;
        case "o":
            MessageBox.Show("The Letter O is a Vowel");
            break;
        case "u":
            MessageBox.Show("The Letter U is a Vowel");
            break;
    }
}
```

```
        default:
            MessageBox.Show("The Letter is not a Vowel");
            break;
    }
}
```

04.

```
private void button1_Click(object sender, EventArgs e)
{
    string result1;
    string result2;
    result1 = match1.Text;
    result2 = match2.Text;
    switch (result1)
    {
        case "win":
            switch (result2)
            {
                case "win":
                    title.Text = "Champion";
                    break;
                case "lose":
                    title.Text = "Attacker";
                    break;
            }
            break;
        case "lose":
            switch (result2)
            {
                case "win":
                    title.Text = "Attacker";
                    break;
                case "lose":
                    title.Text = "Sportsman";
                    break;
            }
            break;
    }
}
```

05.



With While loop -

```
private void button1_Click(object sender, EventArgs e)
{
    int i = 0;
    while (i < 10)
    {
        richTextBox1.Text = richTextBox1.Text + "\n" + i;
        i++;
    }
}
```

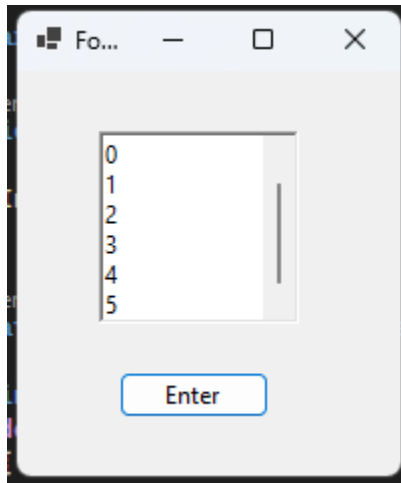
With for loop -

```
private void button1_Click(object sender, EventArgs e)
{
    int i;
    for (i = 0; i < 10; i++)
    {
        richTextBox1.Text = richTextBox1.Text + "\n" + i;
    }
}
```

With do-while loop -

```
private void button1_Click(object sender, EventArgs e)
{
    int i = 0;
    do
    {
        richTextBox1.Text = richTextBox1.Text + "\n" + i;
        i++;
    } while (i < 10)
}
```

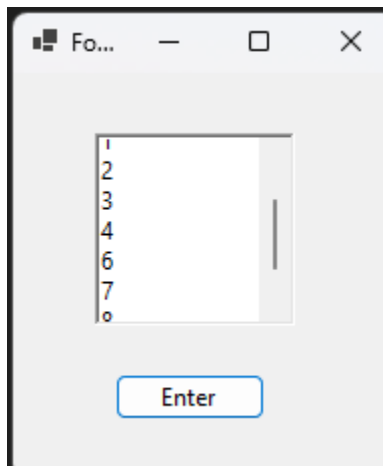
06.



```
private void button1_Click(object sender, EventArgs e)
{
    int i = 0;
    do
    {
        richTextBox1.Text = richTextBox1.Text + "\n" + i;
        i++;

        if (i > 5)
        {
            break;
        }
    }
    while (i < 10);
}
```

07.



```
private void button1_Click(object sender, EventArgs e)
{
    int i = 0;
    do
    {
        if (i == 5)
        {
            i++;
            continue;
        }
        richTextBox1.Text = richTextBox1.Text + "\n" + i;
        i++;
    }
    while (i < 10);
}
```