

Module 1 Practicals

```
using ClassLibrary1;
using System;
using CA2=ConsoleApp2;

//using System.Collections.Generic;
//using System.Linq;
//using System.Text;
//using System.Threading.Tasks;

namespace ConsoleApp1
{
    class Program
    {
        static void Main(string[] args)
        {

            /* -----Part-1----- */
            string name = "heli";           //variable declaration and usage

            Console.WriteLine("Hello "+name);
            //simple hello world program with some modification

            int x = (int)5.005;               //datatype conversion-explicit
            Console.WriteLine("\nFloat to integer:"+x);

            object o1 = name;                 //boxing
            string name1 = (string)o1;        //unboxing

            if(name1==name)                   //if-else
            {
                Console.WriteLine("\nTrue[Boxing & Unboxing]");
            }
            else
            {
                Console.WriteLine("\nFalse[Boxing & Unboxing]");
            }

            Console.WriteLine("\n1.Addition\n2.Subtraction\n\nEnter choice: ");
            int choice = int.Parse(Console.ReadLine());

            switch(choice)                    //switch
            {
                case 1:
                    Console.WriteLine("\nEnter 2 numbers:");
                    int a= int.Parse(Console.ReadLine());
                    int b= int.Parse(Console.ReadLine());
                    Console.WriteLine("\nAddition: "+(a+b));
```

```

        break;
    case 2:
        Console.WriteLine("Enter 2 numbers:");
        a = int.Parse(Console.ReadLine());
        b = int.Parse(Console.ReadLine());
        Console.WriteLine("\nSubtraction: +(a - b));
        break;
    default:
        Console.WriteLine("Enter valid choice !");
        break;
}
Console.Read();    //make output window wait for us to press enter

/* -----Part-2-----*/
int x = 5;
int y = 10;

Class1 o = new Class1();           //class 1 belongs to class library 1

int res=o.add(x, y);

Console.WriteLine(res);

Console.Read();

/* -----Part-3-----*/
CA2.Program.display();
//namespace in another solution/project-added reference,using alias=<namespace
name>,use the namespace

Console.Read();

    }
}
}

```

ClassLibrary1 Code :

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace ClassLibrary1
{
    public class Class1
    {
        public int add(int x,int y)
        {
            return x + y;
        }
    }
}
```

ConsoleApp2 Code :

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace ConsoleApp2
{
    public class Program
    {
        public static void display()
        {
            Console.WriteLine("ConsoleApp2 Display Method");
        }
        public static void Main(string []args)
        {
        }
    }
}
```