

Course Name Dot Net Technology

Report for the Laboratory work #1

1. **Theme:** Development of programs in C#. Console applications

1.Theory block

We use the class and console writeline and console readline .

2. Program block with screenshots

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

namespace Lab1
{
    class Program
    {
        public static void Main(string[] args)
        {
            var student = new Student();

            Console.WriteLine("Name: ");
            student.FirstName = Console.ReadLine();
            Console.WriteLine("LastName: ");
            student.LastName = Console.ReadLine();
            Console.WriteLine("PhoneNumber: ");
            student.PhoneNumber = int.Parse(Console.ReadLine());
            Console.WriteLine("Email: ");
            student.Email = Console.ReadLine();
            Console.WriteLine($"Name: {student.FirstName} Lastname: {student.LastName}
Phone: {student.PhoneNumber} Email: {student.Email}");

            Console.ReadKey();
        }
    }
}
```

```

    }

    public class Student
    {
        public string FirstName { get; set; }
        public string LastName { get; set; }
        public int PhoneNumber { get; set; }
        public string Email { get; set; }
        public override string ToString()
        {
            return $"Name: {FirstName}\tLastname: {LastName} \tPhone:
{PhoneNumber}\tEmail: {Email}";
        }
    }
}

```

The screenshot of console where I inputted and outputted student

```

C:\Windows\system32\cmd.exe
Name:
houda
LastName:
bentalla
PhoneNumber:
636902006
Email:
bentallahouda@gmail.com
Name: houda Lastname: bentalla Phone: 636902006 Email: bentallahouda@gmail.com

```

2.Conclusion

In this Laboratory work we created Class with name Student and Get and Set method then we created some variables, name , lastname , etc , then we printed in console.