

PRACTICAL - 2

Console Based Applications using C#

Q-1) W.A.P to display the addition, subtraction, multiplication and division of two numbers using console application.

Source Code :

```
using System;
namespace BasicCalculator
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.Write("Enter the first number: ");
            double num1 = Convert.ToDouble(Console.ReadLine());

            Console.Write("Enter the second number: ");
            double num2 = Convert.ToDouble(Console.ReadLine());

            double addition = num1 + num2;
            double subtraction = num1 - num2;
            double multiplication = num1 * num2;
            double division = num1 / num2;

            Console.WriteLine($"Addition: {num1} + {num2} = {addition}");
            Console.WriteLine($"Subtraction: {num1} - {num2} = {subtraction}");
            Console.WriteLine($"Multiplication: {num1} * {num2} = {multiplication}");
```

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        Console.WriteLine($"Division: {num1} / {num2} = {division}");
        Console.ReadLine();
    }
}
}

```

OutPut :

Enter the first number: 100

Enter the second number: 50

Addition: $100 + 50 = 150$

Subtraction: $100 - 50 = 50$

Multiplication: $100 * 50 = 5000$

Division: $100 / 50 = 2$

Q-2) W.A.P to display the first 10 natural numbers and their sum using console application.

Source Code :

```
using System;
```

```
namespace FirstTenNaturalNumbers
```

```
{
```

```
    class Program
```

```
    {
```

```
        static void Main(string[] args)
```

```
        {
```

```
            Console.WriteLine("First 10 Natural Numbers and their Sum");
```

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```

Console.WriteLine(" ----- ");

int n = 10;
int sum = 0;

for (int i = 1; i <= n; i++)
{
    Console.Write(i + " ");
    sum += i;
}
Console.WriteLine();
Console.WriteLine($"Sum of first 10 natural numbers: {sum}");
Console.ReadLine();
}
}

```

OutPut :

First 10 Natural Numbers and their Sum

```

1 2 3 4 5 6 7 8 9 10 -----

```

Sum of first 10 natural numbers: 55

Q-3) W.A.P to calculate area of Circle, Rectangle, Square and Triangle. Which contain two classes in which 1st class contains main method & 2nd class which contains methods to find area for diff. shapes using method overloading.

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Source Code :

```
using System;

namespace AreaCalculator
{
    class Program
    {
        static void Main(string[] args)
        {
            ShapeCalculator calculator = new ShapeCalculator();

            double radiusCircle = 5.0;
            double circleArea = calculator.CalculateArea(radiusCircle);
            Console.WriteLine("Area of Circle with radius " + radiusCircle + ": " + circleArea);

            double lengthRectangle = 5.0;
            double widthRectangle = 10.0;
            double rectangleArea = calculator.CalculateArea(lengthRectangle, widthRectangle);
            Console.WriteLine("Area of Rectangle with length " + lengthRectangle + " and width " +
widthRectangle + ": " + rectangleArea);

            double sideSquare = 5.0;
            double squareArea = calculator.CalculateAreaSquare(sideSquare);
            Console.WriteLine("Area of Square with side " + sideSquare + ": " + squareArea);

            double side1Triangle = 5.0;
            double side2Triangle = 10.0;
```

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```

        double side3Triangle = 7.5;

        double triangleArea = calculator.CalculateAreaTriangle(side1Triangle, side2Triangle,
side3Triangle);

        Console.WriteLine("Area of Triangle with sides " + side1Triangle + ", " + side2Triangle
+ ", and " + side3Triangle + ": " + triangleArea);
    }
}

class ShapeCalculator
{
    public double CalculateArea(double radius)
    {
        return Math.PI * radius * radius;
    }

    public double CalculateArea(double length, double width)
    {
        return length * width;
    }

    public double CalculateAreaSquare(double side)
    {
        return side * side;
    }

    public double CalculateAreaTriangle(double side1, double side2, double side3)
    {
        double semiPerimeter = (side1 + side2 + side3) / 2.0;

        return Math.Sqrt(semiPerimeter * (semiPerimeter - side1) * (semiPerimeter - side2) *
(semiPerimeter - side3));
    }
}
}

```

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OutPut :

Area of Circle with radius 5 : 78.5398163397448

Area of Rectangle with length 5 and width 10 : 50

Area of Square with side 5 : 25

Area of Triangle with sides 5, 10, and 7.5 : 18.1546094353473

Q-4) W.A.P to get n number of strings from the user. Find out total no. of duplicate strings and display duplicate strings along with duplicate occurrence using 1D array.

Source Code :

using System;

class Program

{

static void Main()

{

Console.Write("Enter the number of strings: ");

int n = int.Parse(Console.ReadLine());

string[] stringsArray = new string[n];

int[] occurrenceArray = new int[n];

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

{

Console.Write(\$"Enter string {i + 1}: ");

stringsArray[i] = Console.ReadLine();

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```
}
```

```
int duplicateCount = 0;
```

```
for (int i = 0; i < n; i++)
```

```
{
```

```
    occurrenceArray[i] = 1; // Each string is at least present once (initial occurrence count)
```

```
    for (int j = i + 1; j < n; j++)
```

```
    {
```

```
        if (stringsArray[i] == stringsArray[j])
```

```
        {
```

```
            duplicateCount++;
```

```
            occurrenceArray[i]++;
```

```
            stringsArray[j] = "";
```

```
        }
```

```
    }
```

```
}
```

```
Console.WriteLine($"Total number of duplicate strings: {duplicateCount}");
```

```
for (int i = 0; i < n; i++)
```

```
{
```

```
    if (occurrenceArray[i] > 1 && stringsArray[i] != "")
```

```
    {
```

```
        Console.WriteLine($"{stringsArray[i]} - Occurrence: {occurrenceArray[i]}");
```

```
    }
```

```
}
```

```
}
```

```
}
```

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OutPut :

Enter the number of strings: 3

Enter string 1: ABC Enter string

2: XYZ Enter string 3: ABC Total

number of duplicate strings:1

ABC - Occurrence: 2

Q-5) W.A.P. to find max and min number from an integer array. Create a method getMinMax() by passing out parameter.

Source Code :

using System;

class Program

{

static void getMinMax(int[] arr, out int min, out int max)

{

min = int.MaxValue;

max = int.MinValue;

foreach (int num in arr)

{

if (num < min)

min = num;

if (num > max)

max = num;

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```
    }  
}  
  
static void Main()  
{  
    int[] numbers = { 7, 2, 9, 1, 5, 3 };  
  
    Console.WriteLine("Input array:");  
    foreach (int num in numbers)  
    {  
        Console.Write(num + " ");  
    }  
  
    int minValue, maxValue;  
    getMinMax(numbers, out minValue, out maxValue);  
  
    Console.WriteLine("\nMinimum value: " + minValue);  
    Console.WriteLine("Maximum value: " + maxValue);  
}  
}
```

OutPut :

Input array:

6 12 9 1 5 12

Minimum value: 1

Maximum value: 12

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Q-6) Write a Program to create an int Jagged Array which consists of at least 5 arrays in it. Sort every array of Jagged array and display all jagged arrays after sorting.

Source Code :

```
using System;
```

```
class Program
```

```
{
    static void Main()
    {
        int[][] jaggedArray = new int[5][];
        jaggedArray[0] = new int[] { 7, 2, 9 };
        jaggedArray[1] = new int[] { 1, 5 };
        jaggedArray[2] = new int[] { 3, 8, 4, 6 };
        jaggedArray[3] = new int[] { 10, 12, 11 };
        jaggedArray[4] = new int[] { 15, 14, 13 };

        Console.WriteLine("Jagged array before sorting:");
        Console.WriteLine();
        DisplayJaggedArray(jaggedArray);
        for (int i = 0; i < jaggedArray.Length; i++)
        {
            Array.Sort(jaggedArray[i]);
        }
        Console.WriteLine("\nJagged array after sorting:");

        Console.WriteLine();
    }
}
```

```
DisplayJaggedArray(jaggedArray);  
}  
static void DisplayJaggedArray(int[][] jaggedArray)  
{  
    foreach (int[] subArray in jaggedArray)  
    {  
        foreach (int num in subArray)  
        {  
            Console.Write(num + " ");  
        }  
        Console.WriteLine();  
    }  
}
```

Jagged array before sorting:

10 25 3
7 12 19 1
5
100 20 40 60 80
15 14

Jagged array after sorting:

3 10 25
1 7 12 19
5
20 40 60 80 100
14 15