using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Day22

{

class Employee

{

public int id;

public string name;

public float sal;

public string dept;

public Employee()

{

id = 0;

name = "Mamtha";

sal = 100;

dept = "ASE";

}

public void getdata()

{

Console.WriteLine("ID = ");

id = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("NAME = ");

name = Console.ReadLine();

Console.WriteLine("SALARY= ");

sal = float.Parse(Console.ReadLine());

Console.WriteLine("DEPT = ");

dept = Console.ReadLine();

}

public void display()

{

Console.WriteLine("ID " +id);

Console.WriteLine("NAME "+name);

Console.WriteLine("SAL "+sal);

Console.WriteLine("DEPT " +dept);

}

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Day22

{

class Program

{

static void Main(string[] args)

{

int n;

float sum=0 ;

Console.WriteLine("Enter num of records = ");

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

//int[] a= new int[n];

Employee[] emp = new Employee[n];

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

{

emp[i] = new Employee();

emp[i].getdata();

sum += emp[i].sal;

}

Console.WriteLine("\n the records enters = \n");

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

emp[i].display();

Console.WriteLine("sum of all the salaries of employee= " +sum);

}

}

}

day22

{

class Program

{

static void Main(string[] args)

{

int n;

float sum=0 ;

Console.WriteLine("Enter num of records = ");

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

//int[] a= new int[n];

Employee[] emp = new Employee[n];

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

{

emp[i] = new Employee();

emp[i].getdata();

sum += emp[i].sal;

}

Console.WriteLine("\n the records enters = \n");

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

emp[i].display();

Console.WriteLine("sum of all the salaries of employee= " +sum);

string dept;

Console.WriteLine("Enter the department name");

dept = Console.ReadLine();

int count = 0,flag = 0;

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

{

if(dept == emp[i].dept)

{

count++;

Console.WriteLine("\n\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ RECORDS (0)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_",count);

emp[i].display();

flag = 1;

}

if(flag == 0)

Console.WriteLine("DEPT (0) doesnot exist",dept);

else

Console.WriteLine("TOTAL MATCHING RECORDS ="+count);

}

}

}

}

---------------------------------------maximum salary--------------------------------------------------

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Day22\_1

{

class Program

{

static void Main(string[] args)

{

int n;

float sum = 0;

float maxsal = 0;

Console.WriteLine("Enter num of records = ");

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

//int[] a= new int[n];

Employee[] emp = new Employee[n];

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

{

emp[i] = new Employee();

emp[i].getdata();

sum += emp[i].sal;

if (emp[i].sal > maxsal)

maxsal = emp[i].sal;

}

Console.WriteLine("\n the records enters = \n");

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

emp[i].display();

Console.WriteLine("sum of all the salaries of employee= " + sum);

string dept;

Console.WriteLine("Enter the department name");

dept = Console.ReadLine();

int count = 0, flag = 0;

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

{

if (dept == emp[i].dept)

{

count++;

Console.WriteLine("\n\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ RECORDS (0)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_", count);

emp[i].display();

flag = 1;

}

if (flag == 0)

Console.WriteLine("DEPT (0) doesnot exist", dept);

else

Console.WriteLine("TOTAL MATCHING RECORDS =" + count);

}

Console.WriteLine("\n the employee with max salary");

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

{

if (emp[i].sal == maxsal)

{

Console.WriteLine("RECORD :");

emp[i].display();

}

}

}

}

}

--------------------Method Overloading-------------------------------------

namespace Day22\_2

{

class Shape

{

public float len;

public float bred;

public float rad;

public Shape()

{

Console.WriteLine("Enter length breadth & radius");

len = float.Parse(Console.ReadLine());

bred = float.Parse(Console.ReadLine());

rad = float.Parse(Console.ReadLine());

}

public Shape(float x)

{

len = x;

bred = x;

rad = x;

}

public Shape(float x,float y,float z = 3)

{

len = x;

bred = y;

rad = z;

}

string Shapestring()

{

string str = " ";

str = len + " " + bred + " " + rad;

return str;

}

~Shape()

{

Console.WriteLine("The object is destructed" + Shapestring());

}

public void display()

{

Console.WriteLine("LENGTH = " +len);

Console.WriteLine("BREADTH = "+bred);

Console.WriteLine("RADIUS = "+rad);

}

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Day22\_2

{

class Program2

{

static void Main(String[] args)

{

Shape ob = new Shape();

ob.display();

Shape ob1 = new Shape(7);

ob1.display();

Shape ob2 = new Shape(4,5,6);

ob2.display();

}

}

}

namespace Day22\_2

{

class Rectangle

{

public float len, bred,area,peri;

public Rectangle(int len,int bred)

{

this.len = len;

this.bred = bred;

area = len \* bred;

peri = 2 \* (len + bred);

}

public void display()

{

Console.WriteLine("LENGTH =" + len);

Console.WriteLine("BREADTH ="+ bred);

Console.WriteLine("AREA ="+ area);

Console.WriteLine("PERIMETER = "+ peri);

}

}

}

namespace Day22\_2

{

class Program3

{

static void Main(string[] args)

{

Rectangle ob = new Rectangle(22, 3);

ob.display();

}

}

}

------------------------------------------------------

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Day22\_2

{

class MyClass

{

string name;

public static int count = 0;

public MyClass()

{

Console.WriteLine("Enter the name");

name = Console.ReadLine();

count++;

}

public void display()

{

Console.WriteLine("\nNAME = {0}\t COUNT ={1}",name,count);

}

class Program7

{

static void Main(string[] args)

{

MyClass ob1 = new MyClass();

ob1.display();

MyClass ob2 = new MyClass();

ob2.display();

MyClass.count = 88;

ob1.display();

ob2.display();

}

}

}

}