LAB 05

Question 01

```
using System;

namespace ConsoleApp10
{
    internal class CalculateValues
    {

        public int Addition(int num1,int num2)

        {
        return num1 + num2;
        }
        public int Substraction(int num1,int num2)
        {
            return num1-num2;

        }
        public int Multiplication(int num1,int num2)
        {
            return  num1 * num2;
        }
        public double Devision(int num1, int num2)
        {
            return num1 / num2;
        }


   }
}


using System;
namespace ConsoleApp10
{
    internal class Program
    {
        static void Main(string[] args)
        {

            CalculateValues calculateValues = new CalculateValues();
            int choice,num1,num2;

            Console.WriteLine("Select your choice:");
            Console.WriteLine("1.Addition");
            Console.WriteLine("2.substraction");
            Console.WriteLine("3.Multiplication");
            Console.WriteLine("4.Devision");

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

            Console.WriteLine("Enter two numbers: ");
            num1 = Convert.ToInt32(Console.ReadLine());
            num2 = Convert.ToInt32(Console.ReadLine());

            switch (choice)
```

```
  {
                case 1:
                    Console.WriteLine("The result of addition is :" +
calculateValues.Addition(num1, num2));

                    break;
                case 2:
                    Console.WriteLine("The result of substraction is
:"+ calculateValues.Substraction(num1, num2));
                    break;
                case 3:
                    Console.WriteLine("The result of multiplication is
:"+calculateValues.Multiplication(num1, num2));
                    break;
                case 4:
                    Console.WriteLine("The result of devision is
:"+calculateValues.Devision(num1, num2));
                    break;
                    default:
                    Console.WriteLine("Invalid choice!");
                    break;


            }



        }
    }
}
```

Question 02)

```
using System;

namespace ConsoleApp11
{
    internal class sayhallo
    {
        private void sayHell0()
        {
            Console.WriteLine("Hello,world!");

        }


    }
}
using System;
namespace ConsoleApp11
{
    internal class Program
    {
        static void Main(string[] args)
        {
            sayhallo sayHelloobject = new sayhallo();
            sayHelloobject.sayHello();

        }
    }
}
```

As you can see, the sayHello() method is declared as private, which means that it can only be accessed from within the SayHello class. Therefore, when we try to access it from the Main class, we will get an error.

The error message will be something like this:

```
'SayHello.sayHello' is inaccessible due to its protection level.
```

This error message is telling us that the sayHello() method is not accessible because it is private.

Question 03

```
using System;
using System.Collections.Generic;


namespace ConsoleApp12
{
    internal class Program
    {
        static void Main(string[] args)
        {

            FindValues findValues = new FindValues();
            findValues.arr();
        }
    }
}
using System;
namespace ConsoleApp12
{
    internal class FindValues
    {
        public void arr()
        {
            int[] array = new int [10];

            for (int i = 0; i < array.Length; i++)
            {
                Console.WriteLine("Enter the value for element" + i);
                array[i] = int.Parse(Console.ReadLine());

            }
            int minvalue = array[0];
            int maxvalue = array[0];
            float average = 0;
            for (int i = 0; i < array.Length; i++)
            {
                if (array[i] < minvalue)
                {
                    minvalue = array[i];
                }
                else if (array[i] > maxvalue)
                    maxvalue = array[i];
                average += array[i];
```

```
            }

            average /= array.Length;
            for (int i = 0;i < array.Length / 2; i++)
            {
                int temp = array[i];
                array[i] = array[array.Length - 1 - i];
                array[array.Length - 1 - i]= temp;
            }


            Console.WriteLine("Enter the minimum value : " + minvalue);
            Console.WriteLine("Enter the maximum value : " + maxvalue);
            Console.WriteLine("Enter the average value :" + average);
            Console.WriteLine("Enter the revers of oreder :");

            for (int i = 0;i<array.Length;i++)
            {
                Console.WriteLine("{0}",array[i]);
            }




        }


    }
}
```