Lab 01

Q01

Program.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Lab\_01\_Q01

{

internal class Program

{

static void Main(string[] args)

{

string name;

Console.WriteLine("Enter your name:");

name = Console.ReadLine();

string batch;

Console.WriteLine("Enter your batch :");

batch = Console.ReadLine();

Console.WriteLine("Hi " + name);

Console.WriteLine("Your are from batch " + batch);

Console.ReadKey();

Console.ReadLine();

}

}

}

Q02

Program.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Lan\_01\_Q02

{

internal class Program

{

static void Main(string[] args)

{

Console.Write("Enter the radius of the circle: ");

double radius = Convert.ToDouble(Console.ReadLine());

double area = Math.PI \* Math.Pow(radius, 2);

Console.WriteLine("The area of the circle is: " + area);

}

}

}

Q03

Program.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Lab\_01\_Q03

{

internal class Program

{

static void Main(string[] args)

{

Console.Write("Enter the Number 01: ");

double Number01 = Convert.ToDouble(Console.ReadLine());

Console.Write("Enter the Number 02: ");

double Number02 = Convert.ToDouble(Console.ReadLine());

double sum = Number01 + Number02;

Console.WriteLine("The sum is: " + sum);

}

}

}

Q04

Program.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Lab\_01\_Q04

{

internal class Program

{

static void Main(string[] args)

{

Console.Write("Enter employee salary: ");

double salary = Convert.ToDouble(Console.ReadLine());

Console.Write("Enter tax rate: ");

double taxRate = Convert.ToDouble(Console.ReadLine());

double tax = salary \* taxRate;

double salaryAfterTax = salary - tax;

Console.WriteLine("Salary after tax: " + salaryAfterTax);

}

}

}