using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Diagnostics;

namespace MyConsoleApplication

{

internal class Program

{

static void Main(string[] args)

{

int[] values = new int[10];

int max = values[0];

int min = values[0];

for (int i = 0; i < values.Length; i++)

{

Console.Write("Enter an Integer: ");

values[i] = Convert.ToInt32(Console.ReadLine());

}

for (int i = 0; i < values.Length; i++)

{

if (values[i] > max)

{

max = values[i];

}

}

for (int i = 0; i > values.Length; i++)

{

if (values[i] < min)

{

min = values[i];

}

}

Console.WriteLine("Max: " + max);

Console.WriteLine("Min: " + min);

Console.ReadLine();

}

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Diagnostics;

namespace MyConsoleApplication

{

internal class Program

{

static void Main(string[] args)

{

int[,] values = new int[2, 4];

Console.WriteLine("Enter the Values...");

for (int i = 0; i < 2; i++)

{

for (int j = 0; j < 4; j++)

{

Console.Write("Index[" + i + "," + j + "]: ");

values[i, j] = Convert.ToInt32(Console.ReadLine());

}

}

Console.WriteLine("\n");

for (int i = 0; i < 2; i++)

{

for (int j = 0; j < 4; j++)

{

Console.Write("\t" + values[i, j]);

}

Console.WriteLine("\n");

}

}

}

}