```
using System.Diagnostics;

namespace CSharp_A1;

public class Assignment1
{
    public static void Main(string[] args)
    {
        // Asking the user for pressure
        Console.Write("Enter the float value for pressure P: ");
        // Changing datatype: String to float
        float pressure = float.Parse(Console.ReadLine());

        // Asking the user for length of the molecule
        Console.Write("Enter the Length: ");
        // Changing datatype: String to float
        float length = float.Parse(Console.ReadLine());

        // Asking the user for breadth of the molecule
        Console.Write("Enter the breadth: ");
        // Changing datatype: String to float
        float breadth = float.Parse(Console.ReadLine());

        // Asking the user for height of the molecule
        Console.Write("Enter the height: ");
        // Changing datatype: String to float
        float height= float.Parse(Console.ReadLine());

        // Calculating the volume of cuboidal molecule using user's input
        float volume = length * breadth * height;

        // Asking the user for temperature in celsius
        Console.Write("Enter the temperature in celsius: ");
        // Changing datatype: String to float
        float temp = float.Parse(Console.ReadLine());

        // Coverting temperature: Celsius to Kelvin
        float temp_in_K = temp + 273.14f;

        // Creating a float variable for gas constany
        float gas_constant = 8.314f;

        // Finding mole using ideal gas equation
        // (pressure * volume = number of moles * gas constant * temperature in kelvin)
        float moles = (pressure * volume) / (gas_constant * temp);

        // Using math library to round off the number
        int roundValue = (int)Math.Floor(moles);
        Console.WriteLine("Initial Value = {0}", moles);
        Console.WriteLine("Rounded Value = {0}",roundValue);

        // Creating a loop to change [even => odd || odd => even]
        if (roundValue % 2 == 0)
        {
            Console.WriteLine("EVEN rounded value is changed to ODD value by incrementing 1: "+(roundValue + 1));
        }
        else
        {
            Console.WriteLine("ODD rounded value is change to EVEN value by incrementing 1: " + (roundValue + 1));
        }
    }
}
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