**Tutorial**

**ICT 20832-Methmi**

1)

using System;

namespace ConsoleApp3

{

internal class Program

{

static void Main(string[] args)

{

Console.WriteLine("Hello, World!");

}

}

}

2)

using System;

namespace ConsoleApp3

{

internal class Program

{

static void Main(string[] args)

{

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

int value = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("Entered Value = {0}",value);

}

}

}

3)

using System;

namespace ConsoleApp3

{

internal class Program

{

static void Main(string[] args)

{

Console.Write("Enter 1st Integer :-");

int value1 = Convert.ToInt32(Console.ReadLine());

Console.Write("Enter 2nd Integer :-");

int value2 = Convert.ToInt32(Console.ReadLine());

int Tot = value1 + value2;

Console.WriteLine("\nSum of integers:- {0}",Tot);

}

}

}

4)

using System;

namespace ConsoleApp3

{

internal class Program

{

static void Main(string[] args)

{

Console.Write("Enter 1st Float :- ");

float value1 = Single.Parse(Console.ReadLine());

//convert string to float using Parse Method

Console.Write("Enter 2nd Float :- ");

float value2 = Convert.ToSingle(Console.ReadLine());

//convert string to float via Convert.ToSingle

float Mul = value1 \* value2;

Console.WriteLine("Multiplication of {0} and {1} is :- {2:f3}", value1, value2, Mul);

//f3 to keep only 3 decimal places

}

}

}

5)

using System;

namespace ConsoleApp3

{

internal class Program

{

static void Main(string[] args)

{

float Flt1, Flt2, Mul;

Flt1 = 32.4f;

Flt2 = 10.01f;

Mul = Flt1 \* Flt2;

Console.WriteLine("Multiplication of {0} and {1} is {2:f2}",Flt1,Flt2,Mul);

}

}

}

6)

using System;

namespace ConsoleApp3

{

internal class Program

{

static void Main(string[] args)

{

//interest =ptr/100;

float interest, principal, time, rate;

Console.WriteLine("\t\*\*Interest Calculator\*\* \n ");

Console.Write("Enter Principal Amount:-");

principal = Convert.ToSingle(Console.ReadLine());

Console.Write("Enter Time Period(years):- ");

time = Convert.ToSingle(Console.ReadLine());

Console.Write("Enter interest Rate:- ");

rate = Convert.ToSingle(Console.ReadLine());

interest = (principal\*time\*rate)/ 100;

Console.WriteLine("\n\*\*Interest of Rs.{0} per {1} years to the rate of {2}% is {3} ",principal,time,rate,interest);

}

}

}

7)

using System;

namespace ConsoleApp3

{

internal class Program

{

static void Main(string[] args)

{

Console.WriteLine("\t\*\*Area of a Rectangle\*\*");

float width, length, area;

Console.Write("Enter Width of the Rectangle :-");

width = Convert.ToSingle(Console.ReadLine());

Console.Write("Enter Length of the Rectangle :-");

length = Convert.ToSingle(Console.ReadLine());

area = width \* length;

Console.WriteLine("\n\* Area of the Rectangle is :-" +area);

}

}

}

8.

using System;

namespace ConsoleApp3

{

internal class Program

{

static void Main(string[] args)

{

Console.WriteLine("/t\*\*Area and Perimeter Calculator of Circle\*\*");

//area of a circle A=πr^2

//perimeter of a circle C=2πr (C = circumference)

double area, radius, circumference;

double PI = 3.1415;

Console.Write("Enter Radius:- ");

radius = Convert.ToSingle(Console.ReadLine());

area = PI \* radius \* radius;

circumference = 2 \* PI \* radius;

Console.WriteLine("\* Perimeter of the circle :- {0:f2} ", circumference);

Console.WriteLine("\* Area of the circle :- {0:f2} ", area);

}

}

}

9.

using System;

namespace ConsoleApp3

{

internal class Program

{

static void Main(string[] args)

{

Console.WriteLine("\t\*\* Find the Average of 3 Numbers \*\*\n");

float Num1, Num2, Num3, Ave;

Console.Write("Enter 1st Number:- ");

Num1 = Convert.ToSingle(Console.ReadLine());

Console.Write("Enter 2nd Number:- ");

Num2 = Convert.ToSingle(Console.ReadLine());

Console.Write("Enter 3rd Number:- ");

Num3= Convert.ToSingle(Console.ReadLine());

Ave = (Num1 + Num2 + Num3) / 3;

Console.Write("\n\*Average of {0},{1} and {2} is :- {3}", Num1, Num2, Num3, Ave);

}

}

}

10.

using System;

namespace ConsoleApp3

{

internal class Program

{

static void Main(string[] args)

{

//Math.Pow(Base,Power)

Console.WriteLine("\t \*\* Calculate a number raise to the power of some other number \*\*\n");

double Base, Power, Ans;

Console.Write("Enter a Number (Base) :- ");

Base= Convert.ToSingle(Console.ReadLine());

Console.Write("Enter the Power :- ");

Power = Convert.ToSingle(Console.ReadLine());

Ans = Math.Pow(Base, Power);

Console.WriteLine("\n {0} to the power of {1} is :- {2} ", Base, Power, Ans);

}

}

}

11

using System;

using System.ComponentModel.DataAnnotations;

namespace ConsoleApp3

{

internal class Program

{

static void Main(string[] args)

{

// string trimmed\_text = whole\_text.Trim();

//string[] split\_text = trimmed\_text.Split(' ');

Console.WriteLine("\t\*\*Word Count\*\*\n");

Console.Write("Enter a paragraph:- ");

string whole\_text = Console.ReadLine();

string trimmed\_text = whole\_text.Trim();

string[] split\_text = trimmed\_text.Split(' ');

int space\_count = 0;

string new\_text = "";

foreach (string av in split\_text)

{

if (av == "")

{

space\_count++;

}

else

{

new\_text = new\_text + av + ",";

}

}

new\_text = new\_text.TrimEnd(',');

split\_text = new\_text.Split(',');

Console.WriteLine("Words count in this paragraph is :- {0}",split\_text.Length.ToString());

}

}

}

12

using System;

namespace ConsoleApp3

{

internal class Program

{

static void Main(string[] args)

{

Console.WriteLine("\t \*\* Currency Converter \*\*\n");

Console.WriteLine("Type 1 or 2 as your choice\n");

Console.WriteLine("1 . USD to LKR \n2 . LKR to USD\n");

Console.Write("\* Eneter your Choice :- ");

int choise = Convert.ToInt32(Console.ReadLine());

//1 USD, 365.391 LKR

double RateofRs = 365.391, Val;

if (choise==2)

{

Console.Write("\nEnter Amount Rs:- ");

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

Val = Rs/RateofRs;

Console.WriteLine("\n \* Rs {0} is :- USD {1:f3}\n", Rs, Val);

}

else if (choise == 1)

{

Console.Write("\nEnter Amount USD :- ");

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

Val = Usd \* RateofRs;

Console.WriteLine("\n \* USD {0} is :- Rs.{1:f2}\n", Usd, Val);

}

else

{

Console.Write("\n !! Invalid Choise !!\n");

}

}

}

}

13.

using System;

namespace ConsoleApp3

{

internal class Program

{

static void Main(string[] args)

{

Console.WriteLine("\t \*\* Find Odd or Even \*\*\n");

Console.Write("Enter a Number :- ");

int num = Convert.ToInt32(Console.ReadLine());

if (num%2 == 0)

{

Console.WriteLine("\n\*\* {0} is an Even Number \*\* \n ", num);

}

else if(num%2 == 1)

{

Console.WriteLine("\n \*\* {0} is an Odd Number \*\* \n", num);

}

else

{

Console.WriteLine("!! Invalid !!");

}

}

}

}

14.

using System;

using System.ComponentModel.DataAnnotations;

namespace ConsoleApp3

{

internal class Program

{

static void Main(string[] args)

{

Console.WriteLine("\t \*\* Find the Max \*\*\n");

Console.Write("Enter 1st Number :- ");

double num1 = Convert.ToInt32(Console.ReadLine());

Console.Write("Enter 2nd Number :- ");

double num2 = Convert.ToInt32(Console.ReadLine());

Console.Write("Enter 3rd Number :- ");

double num3 = Convert.ToInt32(Console.ReadLine());

double Max = Math.Max(num1, Math.Max( num2, num3));

Console.WriteLine("\n\*\* The Maximum value of {0}, {1} and {2} is :- {3}",num1,num2,num3,Max);

}

}

}

15

using System;

using System.ComponentModel.DataAnnotations;

namespace ConsoleApp3

{

internal class Program

{

static void Main(string[] args)

{

SortedList<int, string> Num\_and\_Months = new SortedList<int, string>()

{

{1, "January"},{2, "February"},{3, "March"},

{4, "April" },{5, "May" },{6, "June"},

{7, "July" },{8, "August" },{9,"September"},

{10, "Octomber" },{11, "November" },{12, "December" }

};

Console.WriteLine("\t \*\* Find Month Name \*\*\n");

Console.Write("Enter Month Number :- ");

int MonthNum = Convert.ToInt16(Console.ReadLine());

if (MonthNum <= 12 && MonthNum >= 1)

{

Console.WriteLine("\n\*\* {0} is the {1}' th Month \*\*\n", Num\_and\_Months[MonthNum], MonthNum);

}

else

Console.WriteLine("\n\t!! Invalid Month Number !!\n");

}

}

}