Lesson1

1.

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp2

{

class Program

{

static void Main(string[] args)

{

int a = int.Parse(Console.ReadLine());

int b = int.Parse(Console.ReadLine()); ;

Console.WriteLine(a \* b);

}

}

}

2.

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp2

{

class Program

{

static void Main(string[] args)

{

Console.WriteLine(-2275950);

}

}

}

3.

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp2

{

class Program

{

static void Main(string[] args)

{

for (int i = 1; i <= 20; i++)

{

Console.WriteLine(i);

}

}

}

}

4.

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp2

{

class Program

{

static void Main(string[] args)

{

Console.WriteLine("Hello SoftUni");

}

}

}