```
//librerias
using System;
class Program
  static void Main() {
    double x = -10;
    double y = 50;
    double z = x + y;
    double w = 4;
    double d = w / y;
    double b = y / w;
    double g = y % w;
    double I = 5;
    double a = I * x;
    double h = 67;
    double t = h - y;
    Console.WriteLine("Sum of x + y = "+ z);
    Console.WriteLine("Division d "+ d);
    Console.WriteLine("Division b "+ b);
    Console.WriteLine("multiplicacion a"+a);
    Console.WriteLine("resta t "+t);
    Console.WriteLine("Modulo g "+ g);
    Console.WriteLine("Hola mundo");
    Console.ReadKey();
  }
}//fin
```

Online C# Compiler IDE

```
1 //librerias
2 using System;
3
4 class Program
5 * {
6 * static void Main() {
7 double x = -10;
8 double y = 50;
9 double z = x + y;
10 double w = 4;
12 double d = w / y;
13 double b = y / w;
14 double g = y % w;
15 double a = 1 * x;
18 double h = 67;
20 double t = h - y;
21 Console.WriteLine(
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                                                                                                                                                                                                                                                                                                                                                                                                                                                           Console.WriteLine("Sum of x + y = "+ z);
Console.WriteLine("Division d "+ d);
Console.WriteLine("Division b "+ b);
Console.WriteLine("Butiplication a"+a);
Console.WriteLine("WriteLine("and a"+a);
Console.WriteLine("Roullog "+ g);
Console.WriteLine("Hola mundo");
Console.WriteLine("Hola mundo");
```

## Result

CPU Time: 0.01 sec(s), Memory: 17868 kilobyte(s)

```
Sum of x + y = 40
Division d 0.08
Division b 12.5
multiplicacion a-50
resta t 17
Modulo g 2
Hola mundo
```