**Lab 05**

**1.**

MyClass.cs

namespace ConsoleApp1

{

internal class MyClass

{

private void sayHello()

{

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

}

}

}

Program.cs

namespace ConsoleApp1

{

internal class Program

{

static void Main(string[] args)

{

{

MyClass myObject = new MyClass();

}

}

}

}

**2.**

ArrayProccessor.cs

namespace ConsoleApp1

{

internal class ArrayProcessor

{

public int[] InputValues(int size)

{

int[] array = new int[size];

Console.WriteLine($"Enter {size} integer values:");

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

{

if (int.TryParse(Console.ReadLine(), out int value))

{

array[i] = value;

}

else

{

Console.WriteLine("Invalid input. Please enter an integer.");

i--;

}

}

return array;

}

public int FindMinimum(int[] array)

{

int min = array[0];

for (int i = 1; i < array.Length; i++)

{

if (array[i] < min)

{

min = array[i];

}

}

return min;

}

public int FindMaximum(int[] array)

{

int max = array[0];

for (int i = 1; i < array.Length; i++)

{

if (array[i] > max)

{

max = array[i];

}

}

return max;

}

public double FindAverage(int[] array)

{

int sum = 0;

foreach (int value in array)

{

sum += value;

}

return (double)sum / array.Length;

}

public int[] ReverseArray(int[] array)

{

int[] reversedArray = new int[array.Length];

int j = 0;

for (int i = array.Length - 1; i >= 0; i--)

{

reversedArray[j] = array[i];

j++;

}

return reversedArray;

}

}

}

Program.cs

namespace ConsoleApp1

{

internal class Program

{

static void Main(string[] args)

{

ArrayProcessor arrayProcessor = new ArrayProcessor();

int[] array = arrayProcessor.InputValues(10);

int min = arrayProcessor.FindMinimum(array);

int max = arrayProcessor.FindMaximum(array);

double average = arrayProcessor.FindAverage(array);

int[] reversedArray = arrayProcessor.ReverseArray(array);

Console.WriteLine("Minimum value: " + min);

Console.WriteLine("Maximum value: " + max);

Console.WriteLine("Average value: " + average);

Console.WriteLine("Reversed order of values:");

foreach (int value in reversedArray)

{

Console.Write(value + " ");

}

}

}

}