**C# Assignment-1**

**1.**using System;

namespace Asignment1

{

class Program

{

static double elecbill(int units)

{

double charge=1.20,billc;

if (units < 100)

{

charge = 1.20;

}

else if(units<300 || units==300 && units > 100)

{

charge = 2.00;

}

else if (units > 300)

{

charge = 3.00;

}

billc = charge \* units;

Console.WriteLine(billc);

return billc;

}

static void Main(string[] args)

{

//1

int units;

Console.WriteLine("enter units");

units = Convert.ToInt32(Console.ReadLine());

double bill = elecbill(units);

Console.WriteLine("bill: " + bill);

}

}

}

**2,3**

using System;

using System.Collections.Generic;

using System.Collections;

using System.Linq;

using System.Text;

namespace Asignment1

{

class Class2

{

static void Main()

{

int[] runs = new int[30];

Random rnd = new Random();

int Totalruns = 0;

int i, j, k;

for(i = 0; i < 30; i++)

{

runs[i] = rnd.Next(1, 7) ;

// Console.WriteLine(runs[i]);

Totalruns += runs[i];

}

Console.WriteLine("Total runs: " + Totalruns);

Dictionary<int, int> da = new Dictionary<int, int>();

for ( j = 0; j < 7; j++)

{

da.Add(j, runs.Count(x => x == j));

}

Console.WriteLine("Count of runs");

foreach (int el in da.Keys)

{

Console.WriteLine("Number of "+el + "s-" + da[el]);

}

//Strike Rate = (Runs Scored / Balls faced) \* 100

double StrikeRate = (Totalruns / 30) \* 100;

Console.WriteLine("Strike Rate of batsman: " + (Totalruns / 30) \* 100);

//5 innings

int[] runs1 = new int[30];

int[] runs2 = new int[30];

int[] runs3 = new int[30];

int[] runs4 = new int[30];

int Totalruns1 = 0, Totalruns2 = 0, Totalruns3 = 0, Totalruns4 = 0;

for (i = 0; i < 30; i++)

{

runs1[i] = rnd.Next(1, 7);

runs2[i] = rnd.Next(1, 7);

runs3[i] = rnd.Next(1, 7);

runs4[i] = rnd.Next(1, 7);

// Console.WriteLine(runs[i]);

Totalruns1 += runs1[i];

Totalruns2 += runs2[i];

Totalruns3 += runs3[i];

Totalruns4 += runs4[i];

}

//avvg score of 5 innings

double Avg\_score;

Avg\_score = (Totalruns + Totalruns1 + Totalruns2 + Totalruns3 + Totalruns4) / 5;

Console.WriteLine("Average Score of 5 innnings: " + Avg\_score);

Console.WriteLine("Total runs of 5 innings: " + (Totalruns + Totalruns1 + Totalruns2 + Totalruns3 + Totalruns4));

Dictionary<int, int> da1 = new Dictionary<int, int>();

for (k = 0; k < 7; k++)

{

da1.Add(k, runs1.Count(y => y == k));

}

Console.WriteLine("Count of runs1");

foreach (int el in da1.Keys)

{

Console.WriteLine("Number of " + el + "s-" + da1[el]);

}

Dictionary<int, int> da2 = new Dictionary<int, int>();

for (j = 0; j < 7; j++)

{

da2.Add(j, runs2.Count(x => x == j));

}

Console.WriteLine("Count of runs2");

foreach (int el in da2.Keys)

{

Console.WriteLine("Number of " + el + "s-" + da2[el]);

}

Dictionary<int, int> da3 = new Dictionary<int, int>();

for (j = 0; j < 7; j++)

{

da3.Add(j, runs3.Count(x => x == j));

}

Console.WriteLine("Count of runs3");

foreach (int el in da3.Keys)

{

Console.WriteLine("Number of " + el + "s-" + da3[el]);

}

Dictionary<int, int> da4 = new Dictionary<int, int>();

for (j = 0; j < 7; j++)

{

da4.Add(j, runs4.Count(x => x == j));

}

Console.WriteLine("Count of runs4");

foreach (int el in da4.Keys)

{

Console.WriteLine("Number of " + el + "s-" + da4[el]);

}

double StrikeRate1 = (Totalruns1 / 30) \* 100;

double StrikeRate2 = (Totalruns2 / 30) \* 100;

double StrikeRate3 = (Totalruns3 / 30) \* 100;

double StrikeRate4 = (Totalruns4 / 30) \* 100;

Console.WriteLine("Average Strike Rate of 5 innings: "+(StrikeRate+ StrikeRate1+ StrikeRate2+StrikeRate3+ StrikeRate4)/5);

}

}

}

**4**

using System;

using System.Collections.Generic;

using System.Text;

namespace Asignment1

{

class Account

{

int accountNo;

int accountBalance;

string accountPassword;

public string bankName;

public int \_accountNo{set;get;}

public int \_accountBalance { set; get; }

public string \_accountPassword { set; get; }

public Account() { }

public Account(int accountNo, int accountBalance, string accountPassword, string bankName)

{

this.accountNo = accountNo;

this.accountBalance = accountBalance;

this.accountPassword = accountPassword;

this.bankName = bankName;

}

public void displayAccount()

{

Console.WriteLine("accountNo: " + accountNo);

Console.WriteLine("accountBalance: " + accountBalance);

Console.WriteLine("accountPassword: " + accountPassword);

Console.WriteLine("bankName: " + bankName);

}

}

class Class1

{

static void Main(string[] args)

{

//4

Account acc = new Account(2345,50000,"password@123","SBI");

acc.displayAccount();

}

}

}