**Create a class named 'Member' having the following members:**

**Data members**

**1 - Name**

**2 - Age**

**3 - Phone number**

**4 - Address**

**5 - Salary**

**It also has a method named ‘printSalary’, which prints the salary of the members.**

**Two classes 'Employee' and 'Manager' inherits the 'Member' class. The 'Employee' and 'Manager' classes have data members 'specialization' and 'department' respectively. Now, assign name, age, phone number, address and salary to an employee and a manager by making an object of both of these classes and print the same.**

using System;

namespace ConsoleApp11

{

class Member

{

string name;

int age;

string address;

int salary;

string phone\_no;

public virtual void GetDetails()

{

Console.WriteLine("Enter name:");

name = Console.ReadLine();

Console.WriteLine("Enter age:");

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

Console.WriteLine("Enter address:");

address = Console.ReadLine();

Console.WriteLine("Enter salary:");

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

Console.WriteLine("Enter phone number:");

phone\_no = Console.ReadLine();

}

public virtual void DisplayDetails()

{

Console.WriteLine("name is:" + name);

Console.WriteLine("age is:" + age);

Console.WriteLine("address is:" + address);

Console.WriteLine("salary is:" + salary);

Console.WriteLine("phone number is is:" + phone\_no);

}

public void printSalary()

{

Console.WriteLine("salary is" + salary);

}

}

class Manager : Member

{

string specialization;

string department;

public override void GetDetails()

{

base.GetDetails();

Console.WriteLine("Manager details:");

Console.WriteLine("Enter specialization of member");

specialization = Console.ReadLine();

Console.WriteLine("Enter department of member");

department = Console.ReadLine();

}

public override void DisplayDetails()

{

Console.WriteLine("Manager details is");

base.DisplayDetails();

Console.WriteLine("specialization is:" + specialization);

Console.WriteLine("department is:" + department);

}

}

class Employee : Member

{

string specialization;

string department;

public override void GetDetails()

{

base.GetDetails();

Console.WriteLine("employee details:");

Console.WriteLine("Enter specialization of member");

specialization = Console.ReadLine();

Console.WriteLine("Enter department of member");

department = Console.ReadLine();

}

public override void DisplayDetails()

{

Console.WriteLine("Employee details is");

base.DisplayDetails();

Console.WriteLine("specialization is:" + specialization);

Console.WriteLine("department is:" + department);

}

}

class Program

{

static void Main(string[] args)

{

Member mem = new Member();

Manager ma = new Manager();

mem = ma;

mem.GetDetails();

mem.DisplayDetails();

mem.printSalary();

Employee emp = new Employee();

mem = emp;

mem.GetDetails();

mem.DisplayDetails();

mem.printSalary();

}

}

}

**Assignment No - 8**

1. **We have to calculate the percentage of marks obtained in three subjects (each out of 100) by student A and in four subjects (each out of 100) by student B. Create an abstract class 'Marks' with an abstract method 'getPercentage'. It is inherited by two other classes 'A' and 'B' each having a method with the same name which returns the percentage of the students. The constructor of student A takes the marks in three subjects as its parameters and the marks in four subjects as its parameters for student B. Create an object for eac of the two classes and print the percentage of marks for both the students.**

using System;

namespace AbstractStudentMarks

{

public abstract class Marks

{

public double result;

public abstract void getPercentage();

}

class A : Marks

{

private float subject1, subject2, subject3;

public A(float s1, float s2, float s3)

{

subject1= s1;

subject2 = s2;

subject3 = s3;

}

public override void getPercentage()

{

result = (subject1 + subject2 + subject3) / 300.0 \* 100;

Console.WriteLine("Student A avg marks is:"+result);

}

}

class B : Marks

{

private float subject1, subject2, subject3, subject4;

public B(float s1, float s2, float s3, float s4)

{

subject1 = s1;

subject2 = s2;

subject3 = s3;

subject4 = s4;

}

public override void getPercentage()

{

result = (subject1 + subject2 + subject3 + subject4) / 400.0 \* 100;

Console.WriteLine("Student B avg marks is:"+result);

}

}

class Program

{

public static void Main(String[] args)

{

A a = new A(80,75,90);

B b = new B(93, 50, 87, 80);

a.getPercentage();

b.getPercentage();

}

}

}

**Assignment No 3**

**1. Replace number of white spaces to 1 in a sentence**

**Input : This is my book**

**Output : This is my book**

using System;

namespace Removespaces1

{

class Program

{

static void Main(string[] args)

{

Console.WriteLine("Enter the text");

string text = Console.ReadLine();

Console.WriteLine(text.Replace(" ",string.Empty));

}

}

}