

Windows Application

Age Calculator

age_calculator.cs

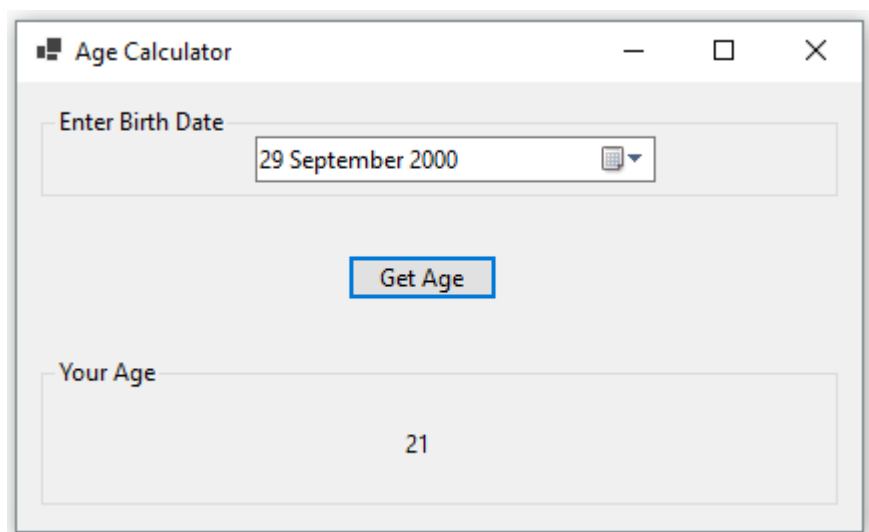
```
using System;
using System.Windows.Forms;

namespace AgeCalculator
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();

            #region Button Click
            private void button1_Click(object sender, EventArgs e)
            {
                get_age(dateTimePicker1.Value);
            }
            #endregion Button Click

            #region Get Age
            public void get_age(DateTime dob)
            {
                int age = 0;
                age = DateTime.Now.Subtract(dob).Days;
                age = age / 365;
                label1.Text = age.ToString();
                // return age;
            }
            #endregion Get Age
        }
    }
}
```

Output:



Console Programs

Namespace Demo

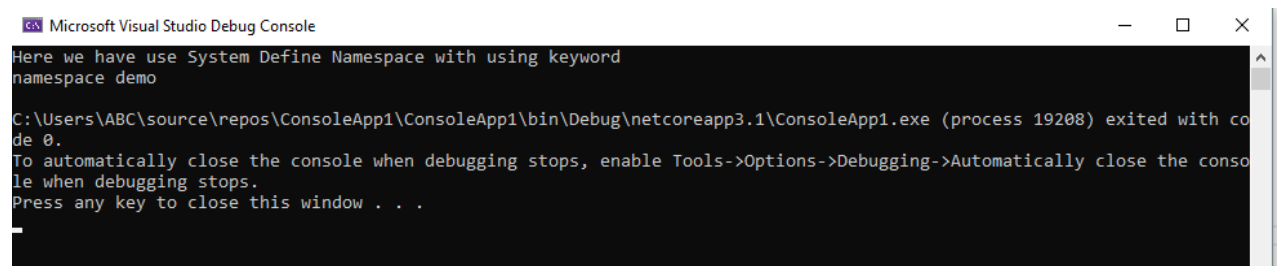
```
using System;

namespace ConsoleApp1
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Here we have use System Define Namespace with using keyword");
        }
    }
}
```

Call method using namespace

```
using System;
namespace ConsoleApp1
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Here we have use System Define Namespace with using keyword");
            demo.Demo.printName("namespace demo");
        }
    }
}

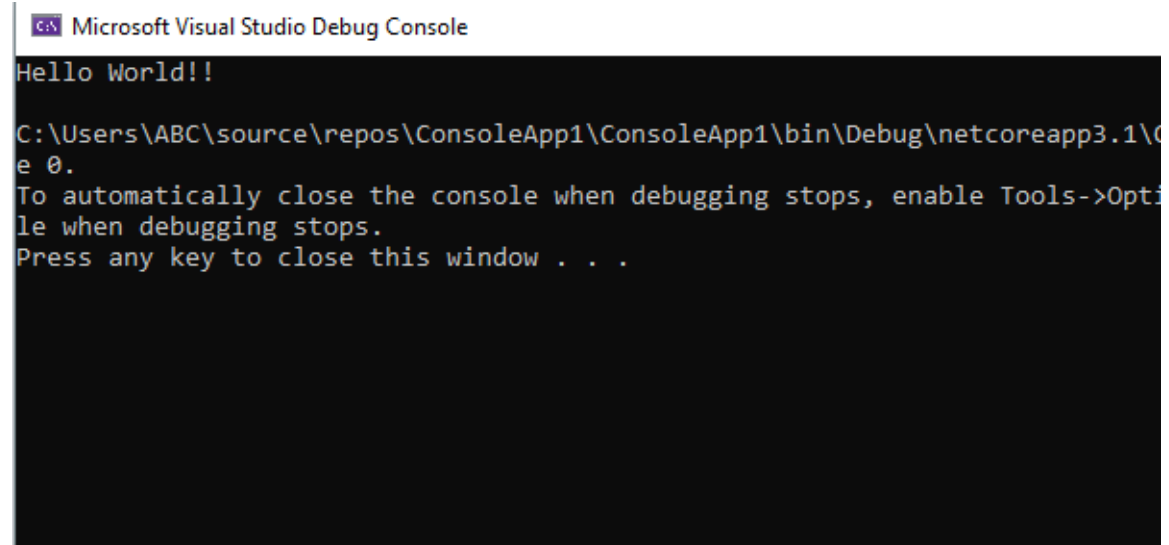
namespace demo
{
    class Demo
    {
        public static void printName(String name)
        {
            Console.WriteLine(name);
        }
    }
}
```



The screenshot shows the Microsoft Visual Studio Debug Console window. The title bar reads "Microsoft Visual Studio Debug Console". The console output displays the text "Here we have use System Define Namespace with using keyword" followed by "namespace demo" on the next line. Below this, a message indicates the application has exited: "C:\Users\ABC\source\repos\ConsoleApp1\ConsoleApp1\bin\Debug\netcoreapp3.1\ConsoleApp1.exe (process 19208) exited with code 0." A final instruction states: "To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops. Press any key to close this window . . .".

Hello World Program

```
namespace ConsoleApp1
{
    class Program
    {
        static void Main(string[] args)
        {
            System.Console.WriteLine("Hello World!!");
        }
    }
}
```



The screenshot shows the Microsoft Visual Studio Debug Console window. The title bar reads "Microsoft Visual Studio Debug Console". The console output is as follows:

```
Hello World!!

C:\Users\ABC\source\repos\ConsoleApp1\ConsoleApp1\bin\Debug\netcoreapp3.1\O
e 0.
To automatically close the console when debugging stops, enable Tools->Opti
le when debugging stops.
Press any key to close this window . . .
```

Variable & Method Declaration

```
namespace ConsoleApp1
{
    class Program
    {
        static void Main(string[] args)
        {
            string companyName;

            companyName = "RKIt";

            printConsole(companyName);
        }

        static void printConsole(string name)
        {
            System.Console.WriteLine("Welcome to " + name);
        }
    }
}
```

```
Microsoft Visual Studio Debug Console

Welcome to RKIt

C:\Users\ABC\source\repos\ConsoleApp1\ConsoleApp1\bin\Debug\netcoreapp3.1\ConsoleApp1.exe (process 1822)
Press any key to close this window . . .
```

Type Casting

```
using System;

namespace ConsoleApp1
{
    class Program
    {
        static void Main(string[] args)
        {
            int num = 10;
            double numDouble = num;
            Console.WriteLine("Int =" + num + " & Double = " + numDouble);
            Console.WriteLine("Double to String = " + Convert.ToString(numDouble));
        }
    }
}
```

```
Microsoft Visual Studio Debug Console

Int =10 & Double = 10
Double to String = 10

C:\Users\ABC\source\repos\ConsoleApp1\ConsoleApp1\bin\Debug\netcoreapp3.1\ConsoleApp1.exe (process 1822)
Press any key to close this window . . .
```

Boxing and Unboxing Demo

```
using System;

namespace ConsoleApp1
{
    class Program
    {
        static void Main(string[] args)
        {
            int num = 10;
            object numobj = num;

            Console.WriteLine("Object Value = " + numobj);

            num = 20;
            Console.WriteLine("Int Value = " + num);
            Console.WriteLine("Above Example is called Boxing");

            int unboxdata = (int)numobj;

            Console.WriteLine("value form object = " + unboxdata);
        }
    }
}
```

C:\ Microsoft Visual Studio Debug Console


```
Object Value = 10
Int Value = 20
Above Example is called Boxing
value form object = 10

C:\Users\ABC\source\repos\ConsoleApp1\ConsoleApp1\bin\Debug\netcoreapp
de 0.
To automatically close the console when debugging stops, enable Tools-
le when debugging stops.
Press any key to close this window . . .
```

Switch Case Demo

```
using System;

namespace ConsoleApp1
{
    class Program
    {
        static void Main(string[] args)
        {
            int numPress = 2;
            switch (numPress)
            {
                case 1:
                    Console.WriteLine("You have Press 1");
                    break;
                case 2:
                    Console.WriteLine("You have Press 2");
                    break;
                case 3:
                    Console.WriteLine("You have Press 3");
                    break;
                default:
                    Console.WriteLine("Invalid input");
                    break;
            }
        }
    }
}
```

 Microsoft Visual Studio Debug Console

You have Press 2

C:\Users\ABC\source\repos\ConsoleApp1\ConsoleApp1\bin\De
e 0.
To automatically close the console when debugging stops
le when debugging stops.
Press any key to close this window . . .