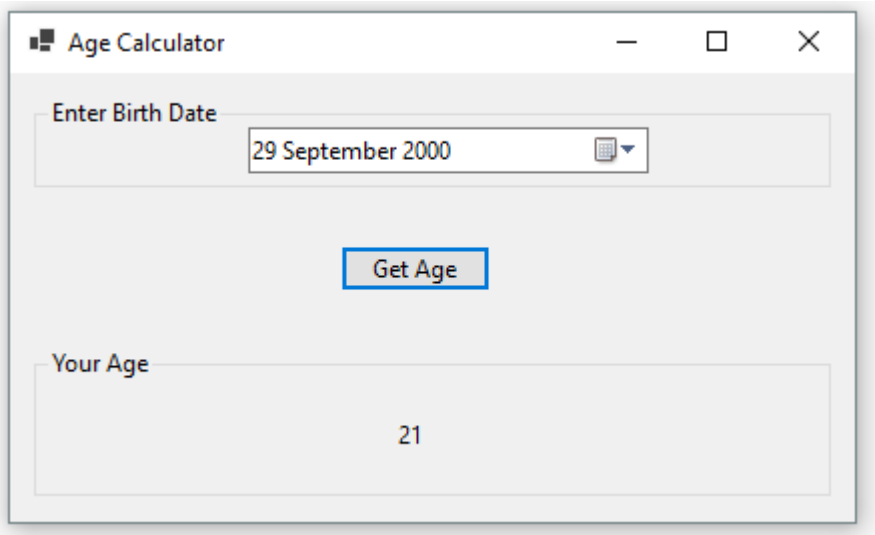
Windows Application

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:



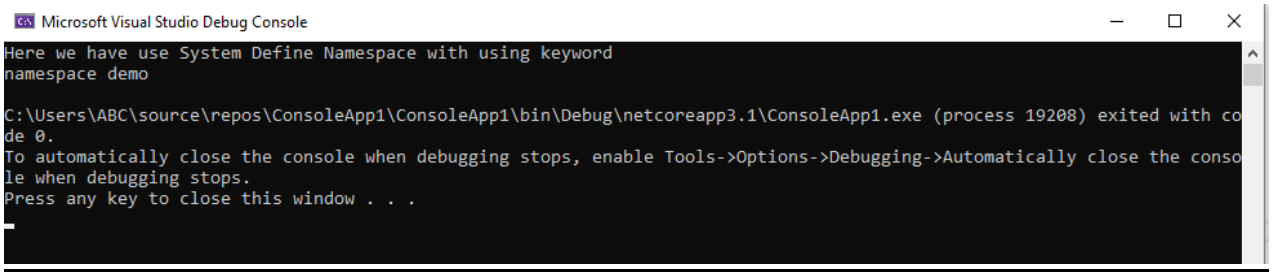
Console Programs

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");
        }
    }
}
```

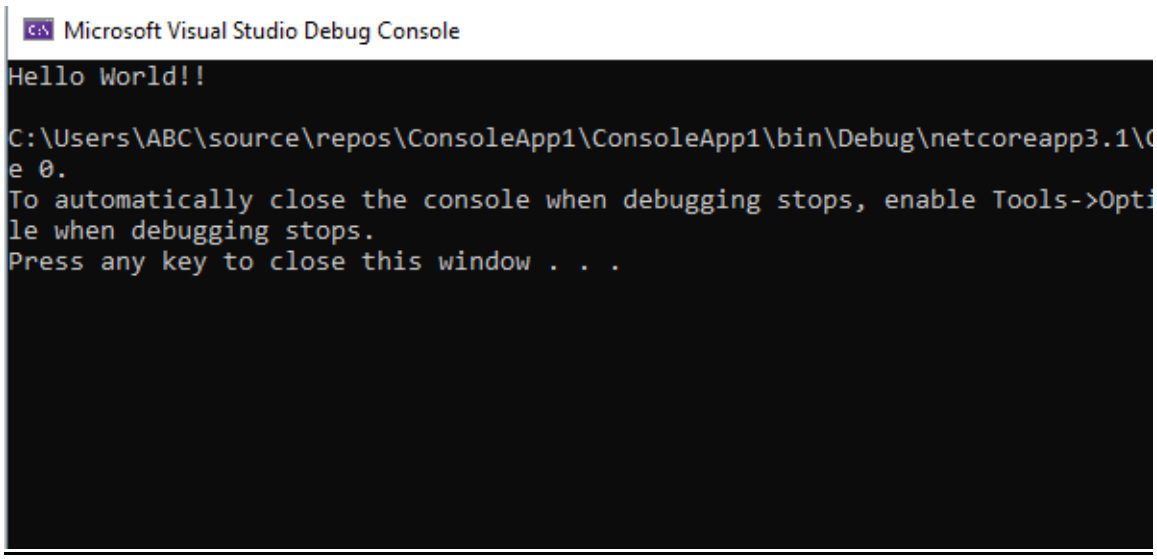
Call method using namespace

```
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);
        }
    }
}
```



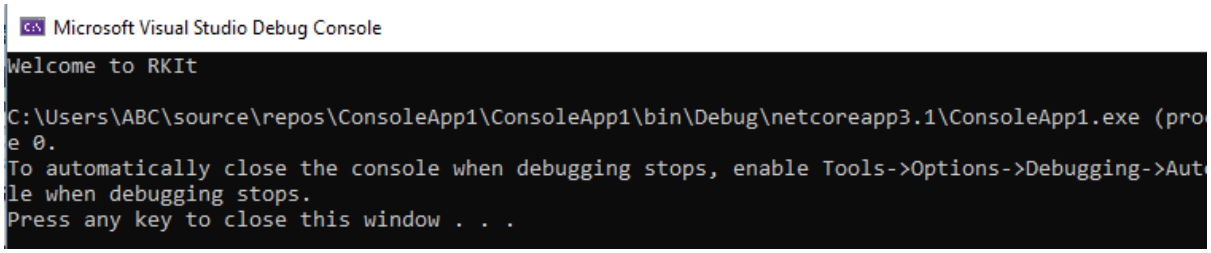
Hello World Program

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



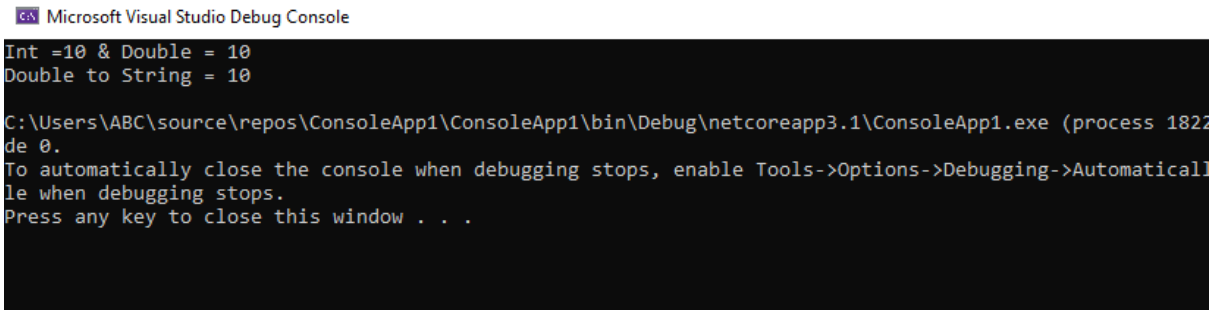
Variable & Method Declaration

```
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);
        }


    }
}
```



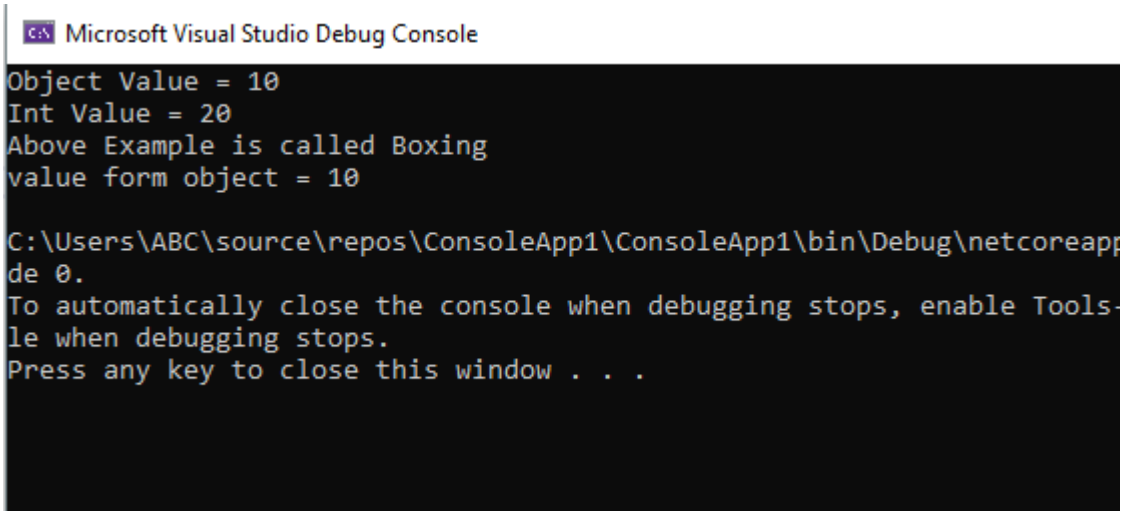
Type Casting

```
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));
        }
    }
}
```



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);
        }
    }
}
```



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;
            }
        }
    }
}
```