**Assignment with basic C#**

**Variables**

1. Create a variable named myNum and assign the value 50 to it.

int myNum =50;

1. Create a variable named myName and assign the value "John" to it.

string myNum = “John”;

1. Display the sum of 5 + 10, using two variables: x and y.

int x = 5;

int y = 10;

1. Create an int variable called z, assign x + y to it, and display the result.

int z = x + y;

console.WriteLine(z);

**Data Type**

Add the correct data type for the following variables:

* 1. int myNum = 9;
  2. float or Double myDoubleNum = 8.99;
  3. char myLetter = 'A';
  4. boolean myBoolean = false;
  5. string myText = "Hello World";

**If…Else**

Print "Hello World" if x is **greater than** y.

int x = 50;

int y = 10;

if (x > y)

{

Console.WriteLine("Hello World");

}

**Switch**

Insert the missing parts to complete the following switch statement.

int day = 2;

switch (day)

{

day 1:

Console.WriteLine("Monday");

break;

day 2:

Console.WriteLine("Tuesday");

break;

}

**Loops**

Print i as long as i is less than 6.

int i = 1;

for (i <= 6)

{

Console.WriteLine(i);

break;

}

**Array**

Create an array of type string called cars.

String[] cars = {"Volvo", "BMW", "Ford", "Mazda"};

**Method**

Create a method named MyMethod and call it inside Main().

static void MyMethod()

{

Console.WriteLine("I just got executed!");

}

static void Main(string[] args)

{

MyMethod();

}

**Class/Object**

1. Create a class called MyClass.

class MyClass{

}

1. Create an object of MyClass called myObj.

MyClass myObj = new MyClass();

**Exception**

try

{

int[] myNumbers = {1, 2, 3};

Console.WriteLine(myNumbers[10]);

}

catch (Exception e)

{

Console.WriteLine(e.Message);

}