Create a class called “Utility”

1. Create a Static method called “LastWord” which will accepts three parameters position , stringVariable, charToParse and return type as string. for example if I pass  position as 1 , stringvariable as “welcome prathap” and charToParse as  ‘<whitespace>’ , it should split string based on charToParse and  get first word . if there is no word in given position send message  else return word in that position
2. Create a Non-Static method called “GetPalindromes” which accepts input as array of strings . and this method should check if any of strings are palindrome and return list of palindromes and print them on console
3. Create a static class called **TemperatureConverter.** Which contains two methods that convert temperature from Celsius to Fahrenheit and from Fahrenheit to Celsius: Return value of these methods should be of type “double”

In Program.cs call above methods .

Answers:

Program.cs File:

using System;

using System.Collections.Generic;

namespace practice\_inheritance

{

class Program

{

static void Main(string[] args)

{

/\* 1. Create a Static method called “LastWord” which will accepts three parameters position ,

\* stringVariable, charToParse and return type as string. for example if I pass position as 1 ,

\* stringvariable as “welcome prathap” and charToParse as ‘<whitespace>’ ,

\* it should split string based on charToParse and get first word .

\* if there is no word in given position send message else return word in that position\*/

Console.WriteLine("Enter index value: ");

int index = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("Enter UserInput: ");

string userInput = Console.ReadLine();

Console.WriteLine("Enter charToParse: ");

char userChar = Convert.ToChar(Console.ReadLine());

string answer = Utility.LastWord(index, userInput, userChar);

Console.WriteLine("Answer is =>" + answer);

/\* 2. Create a Non-Static method called “GetPalindromes” which accepts input as array of strings .

\* this method should check if any of strings are palindrome and return list of palindromes and

\* print them on console \*/

Utility utility = new Utility();

List<string> resultantList = new List<string>();

Console.WriteLine("Enter no of strings to be processed:");

int userNumber = Convert.ToInt32(Console.ReadLine());

string[] userPanlindromeInput = new string[userNumber];

Console.WriteLine("Now,enter the strings line by line:");

for (int i = 0; i < userNumber; i++)

{

userPanlindromeInput[i] = Console.ReadLine();

}

resultantList = utility.GetPalindromes(userPanlindromeInput);

Console.WriteLine("Resultant list:");

foreach (var item in resultantList)

{

Console.WriteLine(item);

}

Console.ReadLine();

/\* 3. Create a static class called TemperatureConverter.

\* Which contains two methods that convert temperature from Celsius to Fahrenheit and from Fahrenheit to Celsius:

\* Return value of these methods should be of type “double”\*/

Console.WriteLine("Enter celsius value to convert it:");

double celsius = Convert.ToDouble(Console.ReadLine());

Console.WriteLine("Farenheit is :"+TemperatureConverter.CelsiusToFarenheit(celsius));

Console.WriteLine("Enter farenheit value to convert it:");

double farenheit = Convert.ToDouble(Console.ReadLine());

Console.WriteLine("Celsius is :"+TemperatureConverter.FarenheitToCelsius(farenheit));

}

}

}

Utility.cs File:

using System;

using System.Collections.Generic;

using System.Text;

namespace practice\_inheritance

{

public class Utility

{

public static string LastWord(int position ,string stringVariable,char charToParse )

{

string[] stringArray= stringVariable.Split(charToParse);

string resultantString = stringArray[position];

if (resultantString == null)

{

return "No word in that position";

}

else

{

return resultantString;

}

}

public List<string> GetPalindromes(string[] palindromeArray)

{

string reverse = "";

List<string> returnList = new List<string>();

for (int i=0;i<palindromeArray.Length;i++)

{

reverse = "";

string stringElement = palindromeArray[i];

for (int j = stringElement.Length - 1; j >= 0; j--)

{

reverse += stringElement[j].ToString();

}

if (reverse == stringElement)

{

returnList.Add(stringElement);

//Console.WriteLine(stringElement);

}

else

{

continue;

}

}

return returnList;

}

}

}

TemperatureConvertor.cs File:

using System;

using System.Collections.Generic;

using System.Text;

namespace practice\_inheritance

{

public static class TemperatureConverter

{

public static double CelsiusToFarenheit(double celsius)

{

double farenheit = (celsius \* 1.8) + 32;

return farenheit;

}

public static double FarenheitToCelsius(double farenheit)

{

double celsius = (farenheit - 32) \* 0.55;

return celsius;

}

}

}