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**27045**

**Lab 06**



Scaler sum

static void Main(string[] args)

{

Console.Write("enter the size of the array: ");

int arraySize = int.Parse(Console.ReadLine());

int[] array1 = new int[arraySize];

int[] array2 = new int[arraySize];

int i = 0,sum1 = 0, sum2 = 0;

for(i = 0; i<arraySize; i++)

{

Console.Write("enter element" + (i + 1) + "for array1: ");

array1[i] = int.Parse(Console.ReadLine());

sum1 += array1[i];

}

Console.Write("\n");

for(i = 0; i<arraySize; i++)

{

Console.Write("enter element" + (i + 1) + " for array2: ");

array2[i] = int.Parse(Console.ReadLine());

sum2 += array2[i];

}

Console.Write("\nscaler sum of array1: " + sum1 + "\nscaler sum of array2: " + sum2);

Console.ReadLine();

}

Vector sum

static void Main(string[] args)

{

Console.Write("enter the size of the array: ");

int arraySize = int.Parse(Console.ReadLine());

int[] array1 = new int[arraySize];

int[] array2 = new int[arraySize];

int[] array3 = new int[arraySize];

int i = 0;

for(i = 0; i<arraySize; i++)

{

Console.Write("enter element" + (i + 1) + " for array1: ");

array1[i] = int.Parse(Console.ReadLine());

Console.Write("enter element" + (i + 1) + " for array2: ");

array2[i] = int.Parse(Console.ReadLine());

Console.Write("\n");

array3[i] = array1[i] + array2[i];

}

Console.Write("\n");

Console.Write("vector product array: ");

for(i=0; i<arraySize; i++)

{

Console.Write(array3[i] + " ");

}

Console.ReadLine();

}

Scaler product

static void Main(string[] args)

{

Console.Write("enter the size of the array: ");

int arraySize = int.Parse(Console.ReadLine());

int[] array1 = new int[arraySize];

int[] array2 = new int[arraySize];

int i = 0, product1 = 1, product2 = 1;

for(i = 0; i<arraySize; i++)

{

Console.Write("enter element" + (i + 1) + "for array1: ");

array1[i] = int.Parse(Console.ReadLine());

product1 \*= array1[i];

}

Console.Write("\n");

for(i = 0; i<arraySize; i++)

{

Console.Write("enter element" + (i + 1) + " for array2: ");

array2[i] = int.Parse(Console.ReadLine());

product2 \*= array2[i];

}

Console.Write("\nscaler product of array1: " + product1 + "\nscaler product of array2: " + product2);

Console.ReadLine();

}

Vector product

static void Main(string[] args)

{

Console.Write("enter the size of the array: ");

int arraySize = int.Parse(Console.ReadLine());

int[] array1 = new int[arraySize];

int[] array2 = new int[arraySize];

int[] array3 = new int[arraySize];

int i = 0;

for(i = 0; i<arraySize; i++)

{

Console.Write("enter element" + (i + 1) + " for array1: ");

array1[i] = int.Parse(Console.ReadLine());

Console.Write("enter element" + (i + 1) + " for array2: ");

array2[i] = int.Parse(Console.ReadLine());

Console.Write("\n");

array3[i] = array1[i] \* array2[i];

}

Console.Write("\n");

Console.Write("vector product array: ");

for(i=0; i<arraySize; i++)

{

Console.Write(array3[i] + " ");

}

Console.ReadLine();

}



* **Animal.cs**

internal class Animal

{

public void type()

{

Console.Write("I am an animal. ");

}

}

* **Dog.cs**

class Dog : Animal

{

public void legs()

{

Console.WriteLine("I have four legs.");

}

}

* **Program.cs**

internal class Program

{

static void Main()

{

Dog dogs = new Dog();

dogs.type();

dogs.legs();

Console.ReadLine();

}

}