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C# lab 05

Question 03

class Calculator

```
{  
  
    public double add(double num1, double num2)  
    {  
        return num1 + num2;  
    }  
  
    public double subtract(double num1, double num2)  
    {  
        return num1 - num2;  
    }  
  
    public double multiply(double num1, double num2)  
    {  
        return num1 * num2;  
    }  
  
    public double divide(double num1, double num2)  
    {  
        return num1 / num2;  
    }  
}
```

```
}

static void Main(string[] args)
{
    {
        Console.WriteLine("Select an operation:");

        Console.WriteLine("1. Addition");

        Console.WriteLine("2. Subtraction");

        Console.WriteLine("3. Multiplication");

        Console.WriteLine("4. Division");


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


        if (choice == 1 || choice == 2 || choice == 3 || choice == 4)
        {
            Console.WriteLine("Enter the first number:");

            double num1 = double.Parse(Console.ReadLine());


            Console.WriteLine("Enter the second number:");

            double num2 = double.Parse(Console.ReadLine());


            Calculator calculator = new Calculator();
```

```
switch (choice)
{
    case 1:
        double sum = calculator.add(num1, num2);
        Console.WriteLine($"The result of addition is: {sum}");
        break;
    case 2:
        double difference = calculator.subtract(num1, num2);
        Console.WriteLine($"The result of subtraction is: {difference}");
        break;
    case 3:
        double multiplication = calculator.multiply(num1, num2);
        Console.WriteLine($"The result of multiplication is: {multiplication}");
        break;
    case 4:
        double division = calculator.divide(num1, num2);
        Console.WriteLine($"The result of division is: {division}");
        break;

    default:
        Console.WriteLine("Invalid choice. Please select 1,2,3 or 4.");
        break;
}
}
else
```

```
    {  
        Console.WriteLine("Invalid choice. Please select 1,2,3 or 4.");  
    }  
    Console.ReadLine();  
}  
}
```

#### Question 05

class ArrayProcessor

```
{  
    private int[] array;  
  
    public ArrayProcessor(int[] array)  
    {  
        this.array = array;  
    }  
  
    public int GetMinValue()  
    {  
        int min = array[0];  
        for (int i = 1; i < array.Length; i++)  
        {  
            if (array[i] < min)
```

```
    {  
        min = array[i];  
    }  
}  
  
return min;  
}
```

```
public int GetMaxValue()  
{  
    int max = array[0];  
    for (int i = 1; i < array.Length; i++)  
    {  
        if (array[i] > max)  
        {  
            max = array[i];  
        }  
    }  
  
    return max;  
}
```

```
public double GetAverageValue()  
{  
    int sum = 0;  
    for (int i = 0; i < array.Length; i++)  
    {
```

```
        sum += array[i];
    }
    return (double)sum / array.Length;
}
```

```
public int[] ReverseArray()
{
    int[] reversedArray = new int[array.Length];
    for (int i = 0; i < array.Length; i++)
    {
        reversedArray[i] = array[array.Length - 1 - i];
    }
    return reversedArray;
}
}
```

```
static void Main()
{
    int[] array = new int[10];

    Console.WriteLine("Enter 10 elements for the array:");
    for (int i = 0; i < 10; i++)
    {
        array[i] = Convert.ToInt32(Console.ReadLine());
    }
}
```

```
ArrayProcessor arrayProcessor = new ArrayProcessor(array);

int minValue = arrayProcessor.GetMinValue();

int maxValue = arrayProcessor.GetMaxValue();

double averageValue = arrayProcessor.GetAverageValue();

int[] reversedArray = arrayProcessor.ReverseArray();


Console.WriteLine("Minimum value: " + minValue);

Console.WriteLine("Maximum value: " + maxValue);

Console.WriteLine("Average value: " + averageValue);

Console.WriteLine("Reverse order of values:");

foreach (int num in reversedArray)
{
    Console.Write(num + " ");
}

Console.ReadLine();
}
```