////////////////////////Program1////////////////////////

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace CS270616\_E3

{

class Program

{

public void MyMath()

{

char a, b;

Console.Write("Enter First Character : ");

a = Convert.ToChar(Console.ReadLine());

Console.Write("Enter Second Character : ");

b = Convert.ToChar(Console.ReadLine());

if (a == b)

{

Console.WriteLine("equal");

//return;

}

else

{

Console.WriteLine("not equal");

//return;

}

Console.WriteLine("This is Unreachable");

Console.WriteLine("Press Enter to Contnue");

Console.ReadLine();

}

static void Main(string[] args)

{

Program object1 = new Program();

object1.MyMath();

}

}

}

////////////////////////Program2////////////////////////

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace CS270616\_E2

{

class Program

{

static void Main(string[] args)

{

char a, b;

Console.Write("Enter First Character : ");

a = Convert.ToChar(Console.ReadLine());

Console.Write("Enter Second Character : ");

b = Convert.ToChar(Console.ReadLine());

if (a == b)

{

Console.WriteLine("equal");

//return;

}

else

{

Console.WriteLine("not equal");

//return;

}

Console.WriteLine("This is Unreachable");

Console.WriteLine("Press Enter to Contnue");

Console.ReadLine();

}

}

}

////////////////////////Program3////////////////////////

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace

class Building

{

public int Floor;

public int Area;

public int Occupants;

//return the Area per Person

public int AreaPerPerson()

{

return Area / Occupants;

}

//Return the maximum number of Occupants if each

//is to have at least the specifiaed minimum area

public int MaxOccupants(int minArea)

{

return Area / minArea;

}

}

//Use Max Occupants

class BuildingDemo

{

static void Main(string[] args)

{

Building house = new Building();

Building office = new Building();

//Assign values to field in house

house.Occupants = 4;

house.Area = 2500;

house.Floor = 2;

//Assign values to field in office

office.Occupants = 25;

office.Area = 4200;

office.Floor = 3;

Console.WriteLine("Maximum Occupants for house if each has 300 square feet: " + house.MaxOccupants(300));

Console.WriteLine("Maximum Occupants for office if each has 300 square feet: " + office.MaxOccupants(300));

Console.WriteLine("Area Per Person for house : " + house.AreaPerPerson());

Console.WriteLine("Area Per Person for office : " + office.AreaPerPerson());

Console.ReadLine();

}

}

}

////////////////////////Program4////////////////////////

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace CS2706\_E3

{

class MyClass

{

public int x;

//Constructor is having same name as class

//Called automattically as you create class object

public MyClass()

{

x = 10;

}

}

class ConsDemo

{

static void Main(string[] args)

{

MyClass t1 = new MyClass();

MyClass t2 = new MyClass();

Console.WriteLine(t1.x+ " " + t2.x);

Console.WriteLine("After Change");

t1.x = 200;

t2.x = 500;

Console.WriteLine(t1.x + " " + t2.x);

Console.ReadLine();

}

}

}

////////////////////////Program5////////////////////////

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace CS270616\_E4

{

class MyClass

{

public int x;

//Constructor is having same name as class

//Called automattically as you create class object

public MyClass(int i)

{

x = i;

}

}

class ConsDemo

{

static void Main(string[] args)

{

MyClass t1 = new MyClass(10);

MyClass t2 = new MyClass(68);

Console.WriteLine(t1.x + " " + t2.x);

Console.WriteLine("After Change");

t1.x = 200;

t2.x = 500;

Console.WriteLine(t1.x + " " + t2.x);

Console.ReadLine();

}

}

}

////////////////////////Program6////////////////////////

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace CS270616\_E5

{

class Building

{

public int Floor;

public int Area;

public int Occupants;

//Constructor

public Building(int f, int a, int o)

{

Floor = f;

Area = a;

Occupants = o;

}

//return the Area per Person

public int AreaPerPerson()

{

return Area / Occupants;

}

//Return the maximum number of Occupants if each

//is to have at least the specifiaed minimum area

public int MaxOccupants(int minArea)

{

return Area / minArea;

}

}

class Program

{

static void Main(string[] args)

{

Building house = new Building(2, 2500, 4);

Building office = new Building(3, 4200, 25);

Console.WriteLine("Maximum Occupants for house if each has 300 square feet: " + house.MaxOccupants(300));

Console.WriteLine("Maximum Occupants for office if each has 300 square feet: " + office.MaxOccupants(300));

Console.ReadLine();

}

}

}