using System;

namespace ConsoleApp1

{

class Program

{

static void Main(string[] args)

{

Console.Write("name:");

string s1 = "John smith";

Console.WriteLine(s1);

int i;

i = s1.IndexOf(" ");

string s2;

s2 = s1.Substring(0, i);

Console.Write("Lastname:");

Console.WriteLine(s2);

int a = s1.Length;

string s3;

s3 = s1.Substring(i + 1, 5);

Console.Write("Firstname:");

Console.WriteLine(s3);

}

}

}

string char1, char2, char3;

Console.WriteLine("please enter 3 character");

Console.Write("char1:");

char1 = Console.ReadLine();

Console.Write("char2:");

char2 = Console.ReadLine();

Console.Write("char3:");

char3 = Console.ReadLine();

Console.Write("hello" + char1 +char2  +char3 );

 int interger1, interger2;

 int sum, difference, product, quotient;

Console.Write("please enter 2 interger to perform arithmetic\ninterger 1:");

interger1 = Convert.ToInt32(Console.ReadLine());

Console.Write("interger 2:");

interger2 = int.Parse(Console.ReadLine());

sum = interger1 + interger2;

difference = interger1 - interger2;

product = interger1 \* interger2;

quotient = interger1 / interger2;

Console.WriteLine("the sum is:" + sum);

Console.WriteLine("the difference is:" + difference);

Console.WriteLine("the product is:" + product);

Console.WriteLine("the quotient is :" + quotient);

double regularHours, overTime, wageRate;

double regularPay, overTimePay, weeklyPay;

const float OVERTIME = 1.5f;

Console.WriteLine("\nPlease enter Hours worked and rate");

Console.Write("Regular hours worked: ");

regularHours = Convert.ToDouble(Console.ReadLine());

Console.Write("Overtime hours worked: ");

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

Console.Write("Wage Rate: ");

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

regularPay = wageRate \* regularHours;

overTimePay = wageRate \* overTime \* OVERTIME;

weeklyPay = regularPay + overTimePay;

Console.WriteLine("Weekly pay is: {0:c}", weeklyPay);