1. **Write a program which accept one number from user and return its factorial**.

Input : 5

Output : 120

Solution-

**//program.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Factorial

{

class Program

{

public static void Main(string[] args)

{

Class1 obj1=new Class1();

obj1.Accept();

obj1.Fact();

obj1.Display();

}

}

}

**//class1.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Factorial

{

class Class1

{

public int num = 0;

public int ans = 1;

public void Accept()

{

Console.WriteLine("enter the no");

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

}

public void Fact()

{

int i = 0;

for (i = 1; i <= num; i++)

{

ans = ans \* i;

}

}

public void Display()

{

Console.WriteLine("Factorial is{0}", ans);

}

}

}

1. **Write a program which accept principle amount, time and create of interest from user and calculate simple interest**.

**//Program.cs**

using System;

namespace simpleInterest

{

class Program

{

static void Main(string[] args)

{

Class1 ob = new Class1();

ob.Accept();

ob.SimpleInterest();

ob.Display();

}

}

}

**//Class1.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace simpleInterest

{

class Class1

{

public float Amount = 0.0f;

public float time = 0.0f;

public float rate = 0.0f;

public float ans = 0.0f;

public void Accept()

{

Console.WriteLine("Enter the Principle Amount");

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

Console.WriteLine("Enter the Time");

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

Console.WriteLine("Enter Rate of Interest");

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

}

public void SimpleInterest()

{

ans = (Amount \* time \* rate) / 100;

}

public void Display()

{

Console.WriteLine("Simple Interest is {0}", ans);

}

}

}

**Write a program which accept two numbers from user and display its largest common factors.**

**//program.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace LargestCommonFactor

{

class Program

{

static void Main(string[] args)

{

Class1 ob = new Class1();

ob.Accept();

ob.ComFactor();

ob.Display();

}

}

}

**//Class1.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace LargestCommonFactor

{

class Class1

{

public int ino1 = 0, ino2 = 0, result = 0, iresult = 0, ans = 0;

public void Accept()

{

Console.WriteLine("Enter the no1");

ino1 = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("Enter the no2");

ino2 = Convert.ToInt32(Console.ReadLine());

}

public void ComFactor()

{

int i = 0, j = 0;

for (i = 1; i < ino1; i++)

{

if (ino1 % i == 0)

{

result = i;

}

}

for (j = 1; j < ino2; j++)

{

if (ino2 % j == 0)

{

iresult = j;

}

}

if (result == iresult)

{

ans = result;

}

}

public void Display()

{

Console.WriteLine(" Largest Common Factor Are {0}", result);

}

}

}

**Accept three numbers from user and return its average.**

**//program.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace AverageOfThreeNo

{

class Program

{

static void Main(string[] args)

{

Class1 ob = new Class1(11, 12, 56);

ob.Average();

ob.display();

}

}

}

**//class.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace AverageOfThreeNo

{

class Class1

{

public float i=0,j=0,k=0,avg=0;

public Class1(int no1,int no2,int no3)

{

this.i = no1;

this.j = no2;

this.k = no3;

}

public void Average()

{

avg = ((i + j + k) / 3);

}

public void display()

{

Console.WriteLine("Average of three no are {0}", avg);

}

}

}

**Accept radius from user and return circumference of circle.**

**//program.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace CircumfernceOfCircle

{

class Program

{

static void Main(string[] args)

{

Class1 ob = new Class1();

ob.Accept();

ob.Circle();

ob.Display();

}

}

}

**//Class1.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace CircumfernceOfCircle

{

class Class1

{ Double ans = 0 ,no=0;

public void Accept()

{

Console.WriteLine("Enter the Radius of Circle");

no = Convert.ToDouble(Console.ReadLine());

}

public void Circle()

{

ans = 2 \* 3.14 \* no;

}

public void Display()

{

Console.WriteLine("Circumference of Circle is {0}", ans);

}

}

}

**//**. **Accept range from user and print all numbers between that range.**

**//program.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace PrintBeatweanRange

{

class Program

{

static void Main(string[] args)

{

Class1 ob = new Class1();

ob.Display();

}

}

}

**//Class1.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace PrintBeatweanRange

{

class Class1

{

int start = 0, end = 0;

public Class1()

{

this.start = 11;

this.end = 19;

}

public void Display()

{

int i = 0;

for(i=start;i<=end;i++)

{

Console.WriteLine("{0}", i);

}

}

}

}

**Accept range from user and print all even numbers between that range.**

**//Program.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace PrintEven

{

class Program

{

static void Main(string[] args)

{

Class1 ob = new Class1();

ob.Accept();

ob.Display();

}

}

}

**//Class1.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace PrintEven

{

class Class1

{

int start = 0, end = 0;

public void Accept()

{

Console.WriteLine("Enter the start of the range");

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

Console.WriteLine("Enter the End of the range");

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

}

public void Display()

{

int i = 0;

for(i=start;i<=end;i++)

{

if(i%2==0)

{

Console.WriteLine("{0}", i);

}

}

}

}

}

**//Accept range from user and addition of all numbers between that range.**

**//program.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace PrintEven

{

class Program

{

static void Main(string[] args)

{

Class1 ob = new Class1();

ob.Accept();

ob.Display();

}

}

}

**//class1.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace PrintEven

{

class Class1

{

int start = 0, end = 0,sum=0;

public void Accept()

{

Console.WriteLine("Enter the start of the range");

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

Console.WriteLine("Enter the End of the range");

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

}

public void Display()

{

int i = 0;

for(i=start;i<=end;i++)

{

sum = sum + i;

}

Console.WriteLine("{0}", sum);

}

}

}

**Accept range from user and print all numbers between that range in reverse order.**

**//program.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace PrintRevRange

{

class Program

{

static void Main(string[] args)

{

Class1 ob = new Class1();

ob.Accept();

ob.Display();

}

}

}

**//Class1.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace PrintRevRange

{

class Class1

{

int start = 0, end = 0;

public void Accept()

{

Console.WriteLine("Enter the start of the range");

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

Console.WriteLine("Enter the End of the range");

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

}

public void Display()

{

int i = 0;

for (i = end; i >= start; i--)

{

Console.WriteLine("{0}", i);

}

}

}

}