**Logic Building Assignment : 4**

**.Write a program which accept one number from user and return multiplication of its digits. (If number contains 0 then ignore that 0)**

**//Program.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace MultiplicationOfDigits

{

class Program

{

static void Main(string[] args)

{

Class1 ob = new Class1();

ob.Accept();

ob.Mult();

ob.Display();

}

}

}

**//Class1.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace MultiplicationOfDigits

{

public class Class1

{

public int no = 0,idigit=0,mult=1;

public void Accept()

{

Console.WriteLine("Enter the no");

no = Convert.ToInt32(Console.ReadLine());

}

public void Mult()

{

while (no != 0)

{

idigit = no % 10;

mult = mult \* idigit;

no = no / 10;

}

}

public void Display()

{

Console.WriteLine("Multiplication of Digits is {0}", mult);

}

}

}

**Write a program which accept one number from user and return addition of its even digits.**

**//program.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace AdditionOfEvenDigits

{

class Program

{

static void Main(string[] args)

{

Class1.Accept();

Class1 ob = new Class1();

ob.Add();

Class1.Display();

}

}

}

**//Class1.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace AdditionOfEvenDigits

{

class Class1

{

static int no = 0,idigit=0,sum=0;

public static void Accept()

{

Console.WriteLine("Enter the no");

no = Convert.ToInt32(Console.ReadLine());

}

public void Add()

{

while(no!=0)

{

idigit = no % 10;

if(idigit%2==0)

{

sum = sum + idigit;

}

no = no / 10;

}

}

public static void Display()

{

Console.WriteLine("Addition Of Even Digits is {0}", sum);

}

}

}

**Write a program which accept one number from user and return the occurrence of digit 5.**

**//program.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Occuranceof5

{

class Program

{

static void Main(string[] args)

{

Class1 ob = new Class1();

ob.Accpet();

ob.Occurance();

ob.Display();

}

}

}

**//Class1.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Occuranceof5

{

class Class1

{

public int no = 0, idigit = 0, cnt = 0;

public void Accpet()

{

Console.WriteLine("Enter The no");

no = Convert.ToInt32(Console.ReadLine());

}

public void Occurance()

{

while(no!=0)

{

idigit = no % 10;

if(idigit==5)

{

cnt++;

}

no = no / 10;

}

}

public void Display()

{

Console.WriteLine("Occurance Of 5 is {0}", cnt);

}

}

}

**Accept one numbers from user and display the output as.**

**//program.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace DiplayNo

{

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 DiplayNo

{

class Class1

{

public String[] arr = { "zero", "One","two","three","four","five","Six","seven","eight","nine" };

int no = 0;

public void Accept()

{

Console.WriteLine("Eneter the no");

no = Convert.ToInt32(Console.ReadLine());

}

public void Display()

{

int i = 0;

while(no!=0)

{

i = no % 10;

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

no = no / 10;

}

}

}

}

**Accept one numbers from user and return its reverse number.**

**//Program.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Reverceno

{

class Program

{

static void Main(string[] args)

{

Class1 ob = new Class1();

ob.Accept();

ob.Dispaly();

}

}

}

**//Class1.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Reverceno

{

class Class1

{

public int no = 0, idigit = 0, rem = 0;

public void Accept()

{

Console.WriteLine("Eneter the no");

no = Convert.ToInt32(Console.ReadLine());

}

public void Dispaly()

{

while(no!=0)

{

idigit = no % 10;

rem = rem \* 10+idigit;

no = no / 10;

}

Console.WriteLine("Revrece no is {0}", rem);

}

}

}

**Accept one numbers from user and count occurrence of 0.**

**//Program.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace OccuranceOf0

{

class Program

{

static void Main(string[] args)

{

Class1 ob = new Class1();

ob.Accept();

ob.Dispaly();

}

}

}

**//Class1.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace OccuranceOf0

{

class Class1

{

public int no = 0, idigit = 0, cnt= 0;

public void Accept()

{

Console.WriteLine("Eneter the no");

no = Convert.ToInt32(Console.ReadLine());

}

public void Dispaly()

{

while (no != 0)

{

idigit = no % 10;

if(idigit==0)

{

cnt++;

}

no = no / 10;

}

Console.WriteLine("Occurance of 0 is {0}", cnt);

}

}

}

**Accept one numbers from user and count digits which are greater than 5.**

**//Program.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace DispalyGreterThan5

{

class Program

{

static void Main(string[] args)

{

Class2 ob = new Class2();

ob.Accept();

ob.Dispaly();

}

}

}

**//Class1.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace DispalyGreterThan5

{

class Class2

{

public int no = 0, idigit = 0, cnt= 0;

public void Accept()

{

Console.WriteLine("Eneter the no");

no = Convert.ToInt32(Console.ReadLine());

}

public void Dispaly()

{

while (no != 0)

{

idigit = no % 10;

if (idigit >= 5)

{

cnt++;

}

no = no / 10;

}

Console.WriteLine("greater than no is {0}", cnt);

}

}

}

**Write a program which accept one number from user and return addition of its odd digits.**

**//Program.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace AdditionofOddDigit

{

class Program

{

static void Main(string[] args)

{

Class1 ob = new Class1();

ob.Accept();

ob.Dispaly();

}

}

}

**//Class1.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace AdditionofOddDigit

{

class Class1

{

public int no = 0, idigit = 0, sum = 0;

public void Accept()

{

Console.WriteLine("Eneter the no");

no = Convert.ToInt32(Console.ReadLine());

}

public void Dispaly()

{

while (no != 0)

{

idigit = no % 10;

if (idigit%2!=0 )

{

sum = sum + idigit;

}

no = no / 10;

}

Console.WriteLine("Addition of Odd no is {0}", sum);

}

}

}

**Write a program which accept one number from user and return difference between addition of its even digits and addition of odd digits.**

**//Program.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace DiffOfEvenOddAddition

{

class Program

{

static void Main(string[] args)

{

Class1 ob = new Class1();

ob.Accept();

ob.Dispaly();

}

}

}

**//Class1.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace DiffOfEvenOddAddition

{

class Class1

{

public int no = 0, idigit = 0, sum1 = 0,sum=0,Diff=0;

public void Accept()

{

Console.WriteLine("Eneter the no");

no = Convert.ToInt32(Console.ReadLine());

}

public void Dispaly()

{

while (no != 0)

{

idigit = no % 10;

if (idigit % 2 != 0)

{

sum1 = sum1 + idigit;

}

else

{

sum = sum + idigit;

}

no = no / 10;

}

Diff = sum - sum1;

if(Diff<0)

{

Diff = -Diff;

}

Console.WriteLine("Reverse no is {0}", Diff);

}

}

}