C# LAB 01

```
1. using System;
   namespace NameAndBatchConsoleApp
   {
     class Program
       static void Main (string [] args)
          Console.WriteLine("Welcome to the Name and Batch Console App!");
         // Read name from the user
          Console.Write("Please enter your name: ");
   string name = Console.ReadLine();
          // Read batch from the user
          Console.Write("Please enter your batch: ");
          string batch = Console.ReadLine();
          // Print the name and batch on the console
          Console.WriteLine("Your name is: " + name);
          Console.WriteLine("Your batch is: " + batch);
          Console.WriteLine("Press any key to exit...");
          Console.ReadKey();
       }
     }
   }
2. using System;
   namespace CircleAreaConsoleApp
     class Program
       static void Main (string [] args)
```

```
Console.WriteLine("Welcome to the Circle Area Calculator!");
       // Read the radius from the user
       Console.Write("Please enter the radius of the circle: ");
string input = Console.ReadLine();
       // Parse the input string to get the radius as a double
if (double.TryParse(input, out double radius))
{
         // Calculate the area of the circle
         double area = CalculateCircleArea(radius);
         // Print the result
         Console.WriteLine($"The area of the circle with radius {radius} is: {area}");
       }
else
       {
         Console.WriteLine("Invalid input. Please enter a valid number for the radius.");
       }
       Console.WriteLine("Press any key to exit...");
       Console.ReadKey();
     }
     static double CalculateCircleArea(double radius)
       // Area of a circle = \pi * r^2
       return Math.PI * radius * radius;
     }
  }
namespace SummationConsoleApp
  class Program
     static void Main (string [] args)
       Console.WriteLine("Welcome to the Summation Calculator!");
```

3.

```
// Read the first input from the user
      Console.Write("Please enter the first number: ");
string input1 = Console.ReadLine();
      // Read the second input from the user
      Console.Write("Please enter the second number: ");
string input2 = Console.ReadLine();
      // Parse the input strings to get the numbers as doubles
      if (double.TryParse(input1, out double number1) && double.TryParse(input2, out double
number2))
      {
        // Calculate the sum of the inputs
double sum = number1 + number2;
        // Print the result
        Console.WriteLine($"The sum of {number1} and {number2} is: {sum}");
      }
else
           {
        Console.WriteLine("Invalid input. Please enter valid numbers.");
      }
      Console.WriteLine("Press any key to exit...");
      Console.ReadKey();
    }
 }
}
namespace SalaryAfterTaxConsoleApp
  class Program
    static void Main (string [] args)
      Console.WriteLine("Welcome to the Salary After Tax Calculator!");
      // Read the salary from the user
      Console.Write("Please enter the salary of the employee: ");
string salaryInput = Console.ReadLine();
```

4.

```
// Read the tax rate from the user
      Console.Write("Please enter the tax rate (in decimal form, e.g., 0.15 for 15%): ");
string taxRateInput = Console.ReadLine();
      // Parse the input strings to get the salary and tax rate as doubles
      if (double.TryParse(salaryInput, out double salary) && double.TryParse(taxRateInput, out
doubletaxRate))
        // Calculate the salary after deducting tax
        double salaryAfterTax = CalculateSalaryAfterTax(salary, taxRate);
        // Print the result
        Console.WriteLine($"The salary after tax is: {salaryAfterTax:C}");
      }
else
           {
         Console.WriteLine("Invalid input. Please enter valid numbers.");
      }
      Console.WriteLine("Press any key to exit...");
      Console.ReadKey();
    }
    static double CalculateSalaryAfterTax(double salary, double taxRate)
    {
      // Calculate the tax amount
      double taxAmount = salary * taxRate;
      // Calculate the salary after deducting tax
double salaryAfterTax = salary - taxAmount;
      return salaryAfterTax;
    }
 }
```