**Задача 1. Да се намери описанието на метода System.Console.WriteLine() сразлич­ните негови възможни параметри в MSDN Library.**

*Console.WriteLine Method*

Writes the specified data, followed by the current line terminator, to the standard output stream.This member is overloaded.

* WriteLine- Writes the current line terminator to the standard output stream.
* WriteLine(Boolean)- Writes the text representation of the specified Boolean value, followed by the current line terminator, to the standard output stream.
* WriteLine(Char)- Writes the specified Unicode character, followed by the current line terminator, value to the standard output stream.
* WriteLine(Char())- Writes the specified array of Unicode characters, followed by the current line terminator, to the standard output stream.
* WriteLine(Decimal)- Writes the text representation of the specified Decimal value, followed by the current line terminator, to the standard output stream.
* WriteLine(Double)- Writes the text representation of the specified double-precision floating-point value, followed by the current line terminator, to the standard output stream.
* WriteLine(Int32)- Writes the text representation of the specified 32-bit signed integer value, followed by the current line terminator, to the standard output stream.
* WriteLine(Int64)- Writes the text representation of the specified 64-bit signed integer value, followed by the current line terminator, to the standard output stream.
* WriteLine(Object)- Writes the text representation of the specified object, followed by the current line terminator, to the standard output stream.
* WriteLine(Single)- Writes the text representation of the specified single-precision floating-point value, followed by the current line terminator, to the standard output stream.
* WriteLine(String)- Writes the specified string value, followed by the current line terminator, to the standard output stream.
* WriteLine(UInt32)- Writes the text representation of the specified 32-bit unsigned integer value, followed by the current line terminator, to the standard output stream.
* WriteLine(UInt64)- Writes the text representation of the specified 64-bit unsigned integer value, followed by the current line terminator, to the standard output stream.
* WriteLine(String, Object)- Writes the text representation of the specified object, followed by the current line terminator, to the standard output stream using the specified format information.
* WriteLine(String, Object())- Writes the text representation of the specified array of objects, followed by the current line terminator, to the standard output stream using the specified format information.
* WriteLine(Char(), Int32, Int32)- Writes the specified subarray of Unicode characters, followed by the current line terminator, to the standard output stream.
* WriteLine(String, Object, Object)- Writes the text representation of the specified objects, followed by the current line terminator, to the standard output stream using the specified format information.
* WriteLine(String, Object, Object, Object)- Writes the text representation of the specified objects, followed by the current line terminator, to the standard output stream using the specified format information.
* WriteLine(String, Object, Object, Object, Object) - Writes the text representation of the specified objects and variable-length parameter list, followed by the current line terminator, to the standard output stream using the specified format information.