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| **C# Programming**  **Simple Input**  Input is the process of entering (or reading) data from the keyboard and storing it in a variable.  A “storage” variable must be created before the data is entered and must be of a suitable type  (integer, single, string, etc)  **Statements Used** READLINE  **The Program**  namespace ConsoleApp1  {  class Program  {  static void Main(string[] args)  {  int num1;  double num2;  Console.WriteLine("Please enter a number ");  num1 = Convert.ToInt32(Console.ReadLine());  Console.WriteLine("Please enter another number ");  num2 = Convert.ToDouble(Console.ReadLine());    Console.WriteLine("The first number is " + num1);  Console.WriteLine("The second number is " + num2);  Console.ReadLine();  }  }  } |
| **Programming Tasks**  For each of these programming tasks, create and test a program. For each:   * Add comments with a description of the task, your name and the date * Copy the program to a Word document * Paste a screen shot of the console as evidence that the program worked * Check that you have your name, set and date in a header   **Task 1**  Write a program that asked for the user to enter their name and then displays “ Hello “ followed by their name  **Task 2**  Write a program that asks the user for their name and birthday. Then display an output similar to:  Hello Fred, your birthday is 12/3/1998  **Task 3**  Write a program that displays a railway notice, similar to the one below. The program must ask for a time (like 10:30 am) and put it at the end of the last line:  Cleethorpes Railway wish to announce that the Coastal Express will depart from platform 2 at X  **Task 4**  Amend the program you created for task 4, where the computer asks for the platform number and time. The program displays a similar message to that in task 4, but with your entered platform and time. |