

C# LAB 06

Question 06

1. using System;

```
public class ArrayOperations
{
    public int[] CreateArray(int size)
    {
        int[] array = new int[size];

        // Prompt the user to enter values for the array.
        for (int i = 0; i < size; i++)
        {
            Console.WriteLine("Enter a value for the array at index {0}: ", i);
            array[i] = Convert.ToInt32(Console.ReadLine());

            // Add a value of 0 after each user input value.
            array[i + 1] = 0;
        }

        return array;
    }
}

public class Program
{
    public static void Main(string[] args)
    {
        // Declare variables to store the array and the results of the operations.
        int[] array;
        int size;

        // Prompt the user to enter the size of the array.
        Console.WriteLine("Enter the size of the array: ");
        size = Convert.ToInt32(Console.ReadLine());

        // Create an array of the specified size.
```

```

        array = ArrayOperations.CreateArray(size);

        // Display the contents of the array.
        Console.WriteLine("The array is: ");
        for (int i = 0; i < array.Length; i++)
        {
            Console.WriteLine("{0}", array[i]);
        }
    }
}

```

Question 07

1. using System;

```

public class ArrayOperations
{
    public int[] CreateArray(int size)
    {
        int[] array = new int[size];

        // Prompt the user to enter values for the array.
        for (int i = 0; i < size; i++)
        {
            Console.WriteLine("Enter a value for the array at index {0}: ", i);
            array[i] = Convert.ToInt32(Console.ReadLine());
        }

        return array;
    }

    public int ScalarSum(int[] array)
    {
        int sum = 0;

        for (int i = 0; i < array.Length; i++)
        {
            sum += array[i];
        }

        return sum;
    }

    public int[] VectorSum(int[] array1, int[] array2)

```

```

{
    int[] vectorSum = new int[array1.Length];

    for (int i = 0; i < array1.Length; i++)
    {
        vectorSum[i] = array1[i] + array2[i];
    }

    return vectorSum;
}

public int[] VectorProduct(int[] array1, int[] array2)
{
    int[] vectorProduct = new int[array1.Length];

    for (int i = 0; i < array1.Length; i++)
    {
        vectorProduct[i] = array1[i] * array2[i];
    }

    return vectorProduct;
}

public int ScalarProduct(int[] array1, int[] array2)
{
    int product = 0;

    for (int i = 0; i < array1.Length; i++)
    {
        product += array1[i] * array2[i];
    }

    return product;
}

public void DisplayResults(int scalarSum, int[] vectorSum, int[] vectorProduct, int scalarProduct)
{
    Console.WriteLine("The scalar sum is {0}.", scalarSum);
    Console.WriteLine("The vector sum is {0}.", vectorSum);
    Console.WriteLine("The vector product is {0}.", vectorProduct);
    Console.WriteLine("The scalar product is {0}.", scalarProduct);
}
}

```

```

public class Program
{
    public static void Main(string[] args)
    {
        // Declare variables to store the arrays and the results of the operations.
        int[] array1, array2;
        int scalarSum, vectorSum, vectorProduct;

        // Prompt the user to enter the size of the arrays.
        Console.WriteLine("Enter the size of the first array: ");    int
        size1 = Convert.ToInt32(Console.ReadLine());
        Console.WriteLine("Enter the size of the second array: ");
        int size2 = Convert.ToInt32(Console.ReadLine());

        // Create the arrays.
        array1 = ArrayOperations.CreateArray(size1);
        array2 = ArrayOperations.CreateArray(size2);

        // Find the scalar sum, vector sum, vector product, and scalar product.
        scalarSum = ArrayOperations.ScalarSum(array1);    vectorSum =
        ArrayOperations.VectorSum(array1, array2);    vectorProduct =
        ArrayOperations.VectorProduct(array1, array2);    scalarProduct =
        ArrayOperations.ScalarProduct(array1, array2);

        // Display the results of the operations.
        ArrayOperations.DisplayResults(scalarSum, vectorSum, vectorProduct, scalarProduct);
    }
}

```

Question 08

2. using
System;

```

public class Animal
{
    public void IAnimal()
    {
        Console.WriteLine("I am Animal");
    }
}

```

```
public class Dog : Animal
{
    public void IHaveFourLegs()
    {
        Console.WriteLine("I have four legs");
    }
}
```

```
public class Program
{
    public static void Main(string[] args)
    {
        // Create an object of the Dog class.
        var dog = new Dog();

        // Call the IAnimal() and IHaveFourLegs() methods.
        dog.IAnimal();
        dog.IHaveFourLegs();

        // Display the message "I am an animal I have four legs".
        Console.WriteLine("I am an animal I have four legs");
    }
}
```