Day 16 Assignment

By

B.P.N.V.S.Sudheer

14 –02-22

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| 1.WACP to print Hello  Hint:Think object oriented |
| Code : |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;    namespace \_16thdayproject1  {  //\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//  //\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//    class message  {    public static string name()  {  return "Hello";      }  }  internal class Program  {  static void Main(string[] args)  {  Console.WriteLine( message.name());      Console.ReadLine();  }  }  } |
| Output: |
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| 2.WACP to read a number from user and print factorial of it |
| Code : |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;    namespace \_16thdayproject2  {  class factorial  {  //read input from user  int n;  public void Readdata()  {  Console.WriteLine("enter number");  n = Convert.ToInt32(Console.ReadLine());  }  //print data  int fact = 1;  public void printdata()  {  for (int i = 1; i<=n; i++)  {  fact = fact \* i;      }  Console.WriteLine(fact);        }    }  internal class Program  {  static void Main(string[] args)  {  factorial f = new factorial();  f.Readdata();  f.printdata();  Console.ReadLine();    }  }  } |

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| Output: |
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| 3.For the console application creat a task add screnshot of the .exe file location |
| Output: |
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| 4.create a class library project with name as <your name>library  Create a class Mathematics as discussed in the class.[ Add methods for reading number and finding factorial ]  Re-Build the project and you will a .dll file.( Put the screen shot of this )  Copy the dll file to your desktop(put the screen shot of this ) |
| Code: |

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| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;    namespace Sudheerlibrary  {    internal class mathematics  {  //read input from user  int n;  public void Readdata()  {  Console.WriteLine("enter number");  n = Convert.ToInt32(Console.ReadLine());  }  //print data  int fact = 1;  public void printdata()  {  for (int i = 1; i <= n; i++)  {  fact = fact \* i;      }  Console.WriteLine(fact);    }  }  } |
| Output: |
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| 5. Create a class library with three classes in it: a. Mathematics b. Physics c. Chemistry and add methods as discussed in the class refer all the three classes in a console application. |
| Code : |
| Chemistry: |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;    namespace Sudheerlibrary  {  public class chemistry  {  public string Getbenzene()  {  return "C6H6";  }  public string Getwater()  {  return "H2o";  }  }  } |

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| Mathematics |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;    namespace Sudheerlibrary  {    public class mathematics  {  //read input from user  int n;  public void Readdata()  {  Console.WriteLine("enter any number");  n = Convert.ToInt32(Console.ReadLine());  }  //print data  int fact = 1;  public void printdata()  {  for (int i = 1; i <= n; i++)  {  fact = fact \* i;      }  Console.WriteLine(fact);    }  }  } |
| Physics |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;    namespace Sudheerlibrary  {  public class physics  {  public int u;  public int a;  public int t;  public void Readdata()  {  Console.WriteLine("enter u value");  u = Convert.ToInt32(Console.ReadLine());  Console.WriteLine("enter a value");  a = Convert.ToInt32(Console.ReadLine());  Console.WriteLine("enter t value");  t = Convert.ToInt32(Console.ReadLine());    }  public int Finalvelocity()  {  return u + a \* t;  }  }  } |
| Console Application |
| using System;  using Sudheerlibrary;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;    namespace \_16thdayproject5  {  internal class Program  {    static void Main(string[] args)  {  physics p = new physics();  p.Readdata();  Console.WriteLine(p.Finalvelocity());        mathematics m = new mathematics();  m.Readdata();    m.printdata();    chemistry c = new chemistry();  Console.WriteLine(c.Getbenzene());  Console.WriteLine(c.Getwater());  Console.ReadLine();  }  }  } |
| Output: |
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| 6. Create a solution "MyProject" (as discussed in class) Add three projects a. YourNameLibrary (and add any class with methods) b. PublicLibrary (add any class with methods) c. ClientApp (and here refer above two libraries) |
| Sudheer Library |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;      namespace sudheerLibrary  {  public static class physics  {  public static int Finalvelocity(int u,int a,int t)  {  return u + a \* t;  }  }  } |
| Public library |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;    namespace publicLibrary  {  public static class mathematics  {  public static int factorial(int n)  {  int fact = 1;  for(int i = 1; i <= n; i++)  fact = fact \* i;  return fact;  }  public static int Add(int a, int b)  {  return a + b;  }  public static int mul(int a, int b)  {  return a \* b;  }    }  } |
| Console App |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  using sudheerLibrary;  using publicLibrary;    namespace client\_app  {  internal class Program  {  static void Main(string[] args)  {  Console.WriteLine(mathematics.factorial(5));  Console.WriteLine(mathematics.Add(5,6));  Console.WriteLine(mathematics.mul(5,6));  Console.WriteLine(physics.Finalvelocity(5,5,5));    Console.ReadLine();  }  }  } |
| OutPut: |

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| 7.Add one more project (windows application) Add some 3 or 4 screen shots just to prove that you have done this. |
| OutPut: |
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| 8.WACP to print multable table of a number |
| Code: |

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| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;    namespace \_16thdayproject4  {  class multiplication  {  public int n;  public void Readinput()  {  Console.WriteLine("enter a number");  n = Convert.ToInt32(Console.ReadLine());  }  public void printdata()  {  for ( int i = 1; i<=10; i++)  {  Console.WriteLine($"{n}\*{i}={i\*n}");  }  }        }  internal class Program  {  static void Main(string[] args)  {  multiplication m = new multiplication();  m.Readinput();  m.printdata();  Console.ReadLine();  }  }  } |
| Output: |
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| 9.WACP to check if the given is number is Palindrome or not |
| Code : |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;    namespace \_16thdayproject7  {  class maths  {  int n, r, sum = 0, temp;  public void Readdata()  {  Console.WriteLine("enter a number");  n = Convert.ToInt32(Console.ReadLine());  }  public void palindrome()  {  temp = n;  while(n>0)  {  r = n % 10;  sum = (sum \* 10) + r;  n = n / 10;    }  if (temp == sum)  {  Console.WriteLine("number is palindrome");  }  else  Console.WriteLine("number is not palindrome");  }  }  internal class Program  {  static void Main(string[] args)  {  maths p = new maths();  p.Readdata();  p.palindrome();  Console.ReadLine();  }  }  } |
| Output: |

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