using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace constructor

{

class Program

{

/\* int num;

string name;\*/

Program() //Default Program Constuctor.

{

Console.WriteLine("Default Constructor");

}

Program(int num, string name) // Paramitrise Program Constructor.

{

Console.WriteLine("Your Number is:- " + num);

Console.WriteLine("Your Name is:- " + name);

}

static void Main(string[] args)

{

Program p = new Program(); //When object is created then automatically called.

Program p2 = new Program(68,"BHUPESH"); // giving paramiter value, calling the constructor.

Console.ReadLine();

}

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace constructor

{

class Program

{

int num;

string name;

Program() //Default Program Constuctor.

{

num = 100;

name = "hello";

Console.WriteLine("Default Constructor");

}

/\* Program(int num, string name) // Paramitrise Program Constructor.

{

Console.WriteLine("Your Number is:- " + num);

Console.WriteLine("Your Name is:- " + name);

}

\*/

static void Main(string[] args)

{

Program p = new Program(); //When object is created then automatically called.

Console.WriteLine(p.num);

Console.WriteLine(p.name);

// Program p2 = new Program(68,"BHUPESH"); // giving paramiter value, calling the constructor.

Console.ReadLine();

}

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace constructor

{

class Program

{

int num;

string name;

Program(int num1,string name1) //Paramiterize Program Constuctor.

{

num = num1;

name = name1;

Console.WriteLine("Default Constructor");

}

static void Main(string[] args)

{

Program p = new Program(100,"BHUPESH"); //When object is created then automatically called. put values

Console.WriteLine(p.num);

Console.WriteLine(p.name);

Console.ReadLine();

}

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace p\_constructor

{

class Program

{

int x, y;

Program(int a, int b)

{

x = a;

y = b;

}

static void Main(string[] args)

{

int a, b;

Console.WriteLine("Enter First Number");

a = int.Parse(Console.ReadLine());

Console.WriteLine("Enter Second Number");

b = int.Parse(Console.ReadLine());

Console.WriteLine("Multiplication is: "+(a\*b));

Console.ReadLine();

Program p = new Program(a,b);

}

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace constructor

{

class Program

{

int x, y,p;

string q;

Program(int a, int b)

{

x = a;

y = b;

}

Program(int c, string d)

{

p = c;

q = d;

}

static void Main(string[] args)

{

// Program p = new Program(a\*b);

int a, b,c;

string d;

Console.WriteLine("Enter First Number");

a = int.Parse(Console.ReadLine());

Console.WriteLine("Enter Second Number");

b = int.Parse(Console.ReadLine());

Console.WriteLine("Multiplication is:- "+(a\*b));

Console.WriteLine("Enter Number");

c = int.Parse(Console.ReadLine());

Console.WriteLine("Enter Name");

d =Console.ReadLine();

Console.WriteLine("Your Number is: "+c);

Console.WriteLine("Your Nmae is: "+d);

Console.ReadLine();

}

}

}