1. Write a C# code to swap two numbers using third and without using third variable.
2. Given a non-negative number, write a method that returns sum of its digits.

**Expected input and output**

DigitsSum(5434) → 16

DigitsSum(904861) → 28

1. C# code which accepts a number from user and returns the factorial of number.
2. C# code to generate Fibonacci series.
3. Write a program for creating Laptop.

* Name, Price, Processor, Ram and Hard drive should be defined in base class as constant.
* You need to inherit these functionalities in your program and Print Details.
* All the laptop should have different name, price, processor, ram and hard drive.

1. Create a class with a method that prints "This is parent class" and its subclass with another method that prints "This is child class". Now, create an object for each of the class and call  
   1 - method of parent class by object of parent class  
   2 - method of child class by object of child class  
   3 - method of parent class by object of child class
2. Create a class named 'Member' having the following members:  
   Data members  
   1 - Name  
   2 - Age  
   3 - Phone number  
   4 - Address  
   5 - Salary  
   It also has a method named 'printSalary' which prints the salary of the members.  
   Two classes 'Employee' and 'Manager' inherits the 'Member' class. The 'Employee' and 'Manager' classes have data members 'specialization' and 'department' respectively. Now, assign name, age, phone number, address and salary to an employee and a manager by making an object of both of these classes and print the same.
3. Create a class named 'Rectangle' with two data members 'length' and 'breadth' and two methods to print the area and perimeter of the rectangle respectively. Its constructor having parameters for length and breadth is used to initialize length and breadth of the rectangle. Let class 'Square' inherit the 'Rectangle' class with its constructor having a parameter for its side (suppose s) calling the constructor of its parent class as 'super(s,s)'. Print the area and perimeter of a rectangle and a square.