

## C# applications for Input Output techniques

### Application 1 :

C# application which demonstrates the Input output mechanisms

// ReadLine is used to accept the input and WriteLine is used to display the output

using System;

```
class Program
{
    static void Main(string[] args)
    {
        // Create local variable to accept the input
        int num = 0;
        string str;

        Console.WriteLine("Enter number");

        // Accept the input and convert into integer
        num = Convert.ToInt32(Console.ReadLine());

        Console.WriteLine("Entered number is {0}", num);
        Console.WriteLine("Enter string");

        // Accept the input
        str = Console.ReadLine();

        Console.WriteLine("Entered string is {0}", str);
    }
}
```

There are different inbuilt functions which are used to convert data types explicitly as.

- |            |   |   |
|------------|---|---|
| ToBoolean  | - | Converts a type to a Boolean value, where possible.               |
| ToByte     | - | Converts a type to a byte.  |
| ToChar     | - | Converts a type to a single Unicode character, where possible.    |
| ToDateTime | - | Converts a type (integer or string type) to date-time structures. |
| ToDecimal  | - | Converts a floating point or integer type to a decimal type.      |
| ToDouble   | - | Converts a type to a double type.                                 |
| ToInt16    | - | Converts a type to a 16-bit integer.                              |
| ToInt32    | - | Converts a type to a 32-bit integer.                              |
| ToInt64    | - | Converts a type to a 64-bit integer.                              |
| ToSbyte    | - | Converts a type to a signed byte type.                            |

- ToSingle - Converts a type to a small floating point number.
- ToString - Converts a type to a string.
- ToUInt16 - Converts a type to an unsigned int type.
- ToUInt32 - Converts a type to an unsigned long type.
- ToUInt64 - Converts a type to an unsigned big integer.

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### Application 2 :

C# application which demonstrates the concept of Command Line arguments.

using System;

```
class Marvellous
{
    static void Main(string[] args)
    {
        Console.WriteLine("Command line arguments are : ");
        for (int i = 0; i < args.Length; i++)
        {
            Console.WriteLine("Argument number {0} is {1}", i, args[i]);
        }
    }
}
```