C sharp 2 lekcija – primitivie datu tipi, aritmetiskie,relaciju operatori

Namespace ConsoleApp1

{

class Program

{

static void Main(string[] args)

{

int myNumber = 15; // vesels skaitlis

char myFavoriteletter = 'A';// simbols

bool isCar = true; //loģiskais true/false

double myConstant = 4.58; //decimalskaitlis

float myChangingNum = 2.46f; //decimalskaitlis mazaks - mazak cipari aiz komata

string name = "Artis dsfdsg sgdfsg nsfkj "; //teksts

Console.WriteLine(myNumber);

Console.WriteLine(myFavoriteletter);

Console.WriteLine(isCar);

Console.WriteLine(myConstant);

Console.WriteLine(myChangingNum);

Console.WriteLine(name);

Console.WriteLine(myConstant + myChangingNum);

//---------------------------------------

int myNumber1 = 4;

int myNumber2 = 6;

int sum1 = myNumber1 + myNumber2;

Console.WriteLine(sum1);

string name1 = "Helli";

string name2 = "fromcode";

string namesTogether = name1 + name2;

Console.WriteLine(namesTogether);

int withPluses = 4;

withPluses++;

Console.WriteLine(withPluses);

int divisionreminder1 = 49;

int divisionreminder2 = 10;

int divisionreminderResult = divisionreminder1 % divisionreminder2;

Console.WriteLine(divisionreminderResult);

}

}

}