

Chapter 1. Introduction to Programming

1. Install and make yourself familiar with Microsoft Visual Studio and Microsoft Developer Network (MSDN) Library Documentation.

1. DONE !

2. Find the description of the System.Console class in the standard .NET API documentation (MSDN Library).

2. DONE !

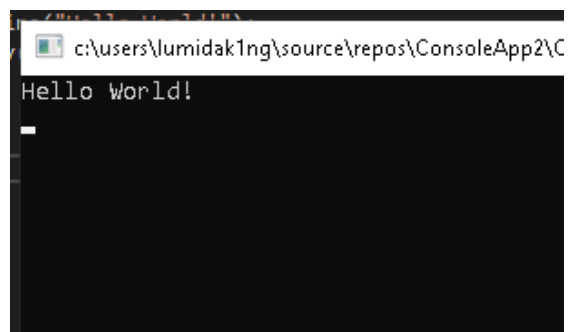
3. Find the description of the System.Console.WriteLine() method and its different possible parameters in the MSDN Library.

3. DONE !

4. Compile and execute the sample program from this chapter using the command prompt (the console) and Visual Studio.

```
using System;

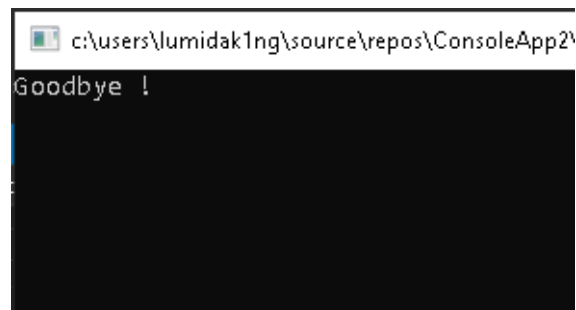
namespace exercise 1.4
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Hello World!");
            Console.ReadKey();
        }
    }
}
```



5. Modify the sample program to print a different greeting, for example "Good Day!".

```
using System;

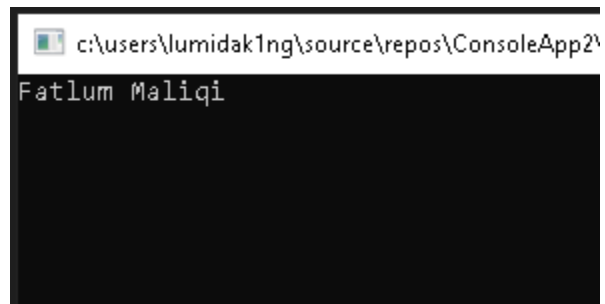
namespace exercise 1.5
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Goodbye !");
            Console.ReadKey();
        }
    }
}
```



6. Write a console application that prints your first and last name on the console.

```
using System;

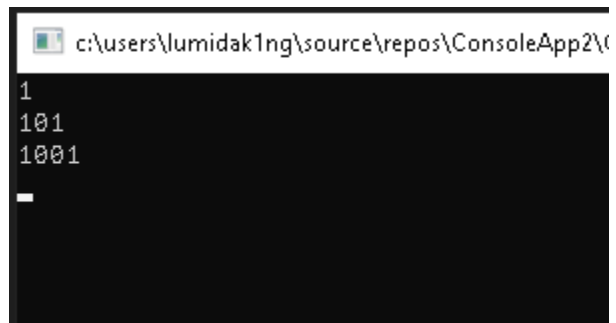
namespace exercise 1.6
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Fatlum Maliqi");
            Console.ReadKey();
        }
    }
}
```



7. Write a program that prints the following numbers on the console 1, 101, 1001, each on a new line.

```
using System;

namespace exercise 1.7
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("1");
            Console.WriteLine("101");
            Console.WriteLine("1001");
            Console.ReadKey();
        }
    }
}
```

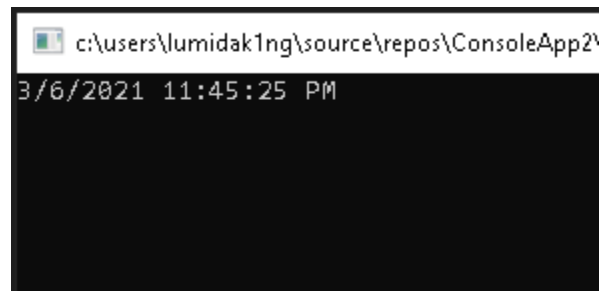
A screenshot of a Windows console window. The title bar shows the file path 'c:\users\lumidak1ng\source\repos\ConsoleApp2\'. The console output displays the numbers '1', '101', and '1001' on three separate lines. A white cursor is visible on the line following '1001'.

```
c:\users\lumidak1ng\source\repos\ConsoleApp2\
1
101
1001
_
```

8. Write a program that prints on the console the current date and time.

```
using System;

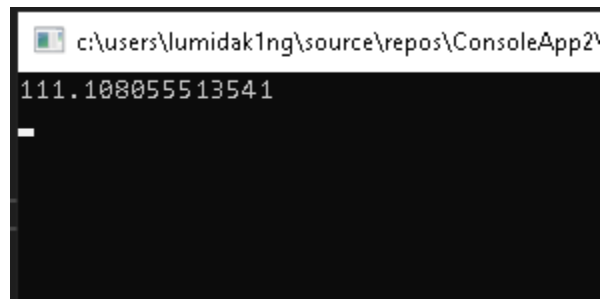
namespace exercise 1.8
{
    class Program
    {
        static void Main(string[] args)
        {
            DateTime now = DateTime.Now;
            Console.WriteLine(now);
            Console.ReadLine();
        }
    }
}
```



9. Write a program that prints the square root of 12345.

```
using System;

namespace exercise 1.9
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine(Math.Sqrt(12345));
            Console.ReadKey();
        }
    }
}
```



10. Write a program that prints the first 100 members of the sequence 2, -3, 4, -5, 6, -7, 8.

```
using System;

namespace exercise 1.10
{
    class Program
    {
        static void Main(string[] args)
        {
            for (int i = 0; i <= 100; i++)
            {
                if (i % 2 != 0)
                {
                    Console.WriteLine("-{0}", i);
                }
                else
                {
                    Console.WriteLine(i);
                }
            }
            Console.ReadKey();
        }
    }
}
```


c:\users\lumidak1ng\source\repos\

0
-1
2
-3
4
-5
6
-7
8
-9
10
-11
12
-13
14
-15
16
-17
18
-19
20
-21
22
-23
24
-25
26
-27
28
-29

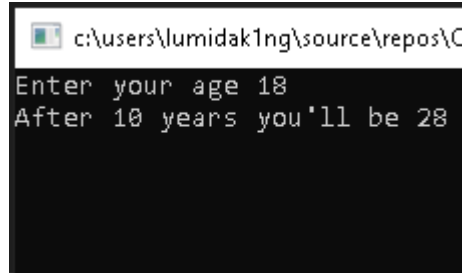
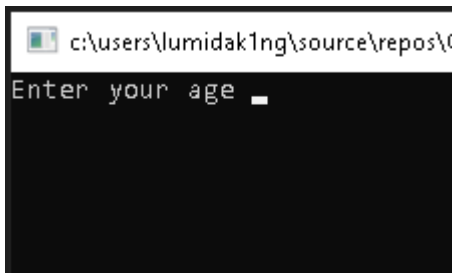
c:\users\lumidak1ng\source\repos\

72
-73
74
-75
76
-77
78
-79
80
-81
82
-83
84
-85
86
-87
88
-89
90
-91
92
-93
94
-95
96
-97
98
-99
100

11. Write a program that reads your age from the console and prints your age after 10 years.

```
using System;

namespace exercise 1.11
{
    class Program
    {
        static void Main(string[] args)
        {
            int age;
            Console.Write("Enter your age ");
            age = Convert.ToInt32(Console.ReadLine());
            Console.WriteLine("After 10 years you'll be {0} ", age + 10);
            Console.ReadKey();
        }
    }
}
```



12. Describe the difference between C# and the .NET Framework.

C# është një gjuhë programuese mjaft e fuqishme, e krijuar nga Microsoft, e cila na mundëson krijimin e aplikacioneve moderne. File-t e C# marrin mbaresen “.cs” . Ndërsa platforma .NET është një library mjaft e madhe e klasave, të cilat na mundësojnë një kodim sa më të lehtë. Edhe .NET është krijuar nga Microsoft.

13. Make a list of the most popular programming languages. How are they different from C#?

C#, C++, C dhe Java thuhet kryejnë të njëjtën punë, mirpo dikë që i jep avantazh C#-it është ajo se kjo gjuhë ka librarin e saj (.NET Framework) ku nevojitet vetëm një text editor dhe jemi gati për të koduar. C# është gjuhë programuese e cila ka rrjedhur nga C dhe C++, kjo gjuhë u krijuar nga Microsoft për të garuar me Java, të dy gjuhë kanë mjaft ngjashmëri mirpo mjaft dallime gjithashtu, por dikë që duhet cekur është se C# përmban një kod të thjeshtë dhe elegant, për zhvillimin e Web-it si dhe të lojrave dhe është mjaft e populluar për aplikacionet mobile. Në krahasim me C#, Java është një gjuhë më komplekse.

14. Decompile the example program from exercise 5.