LAB 1

Exercise 1: Write C# code to declare a variable to store the age of a person. Then the output of the program is as an example shown below:

You are 20 years old.

Exercise 2: Write C# code to display the asterisk pattern as shown below:

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Exercise 3: Write C# code to declare two integer variables, one float variable, and one string variable and assign 10, 12.5, and "C# programming" to them respectively. Then display their values on the screen.

Exercise 4: Write C# code to prompt a user to input his/her name and then the output will be shown as an example below:

Hello John!

Exercise 5: Write C# code to produce the output shown below:

x value	y value	expression	result
10	5	x=y+3	x=8
10	5	x=y-2	x=3
10	5	x=y*5	x=25
10	5	x=x/y	x=2
10	5	x=x%y	x=0

Exercise 6: Write C# code to display the output as shown below:

Results:

x value	y value	expressions	results
10	5	x+=y	x=15
10	5	x-=y-2	x=7
10	5	x*=y*5	x=250
10	5	x/=x/y	x=5

10   5   x%=y   x=0

Exercise 7: Write C# code to prompt a user to enter an integer value.

The value is stored in a variable called **a**. Then the program will show the output as seen below:

The value of a is 10.

....

The value of ++a is 11.

The value of a is 11.

The value of a++ is 11.

The value of a is 12.

The value of --a is 11.

The value of a is 11.

The value of a-- is 11.

The value of a is 10.