1)a)

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApplication6

{

class Program

{

static void Main(string[] args)

{

int n;

Console.WriteLine("Enter the ending range:");

n = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("All even numbers from 1 to {0} are ", n);

evenodd(2, n);

Console.WriteLine("\nAll odd numbers from 1 to {0} are ", n);

evenodd(1, n);

Console.WriteLine("\n");

return;

}

static void evenodd(int stval,int n)

{

if (stval > n)

return;

Console.Write("{0} ", stval);

evenodd(stval + 2, n);

}

}

}

OUTPUT:

Enter the ending range:

20

All even numbers from 1 to 20 are

2 4 6 8 10 12 14 16 18 20

All odd numbers from 1 to 20 are

1 3 5 7 9 11 13 15 17 19

1.b)

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApplication1

{

class Program

{

static void Main(string[] args)

{

int[] arr1 = new int[10];

int n, i, j, tmp;

Console.Write("Enter number of elements: ");

n = Convert.ToInt32(Console.ReadLine());

Console.Write("Enter the elements:\n", n);

for (i = 0; i < n; i++)

{

arr1[i] = Convert.ToInt32(Console.ReadLine());

}

for (i = 0; i < n; i++)

{

for (j = i + 1; j < n; j++)

{

if (arr1[i] > arr1[j])

{

tmp = arr1[i];

arr1[i] = arr1[j];

arr1[j] = tmp;

}

}

}

Console.Write("Elements in ascending order:\n");

for (i = 0; i < n; i++)

{

Console.Write("{0} ", arr1[i]);

}

for (i = 0; i < n; i++)

{

for (j = i + 1; j < n; j++)

{

if (arr1[i]<arr1[j])

{

tmp = arr1[i];

arr1[i] = arr1[j];

arr1[j] = tmp;

}

}

}

Console.Write("\nElements in descending order:\n");

for (i = 0; i < n; i++)

{

Console.Write("{0} ", arr1[i]);

}

Console.Write("\n");

}

}

}

Output:

Enter number of elements: 5

Enter the elements:

34

48

5

9

20

Elements in ascending order:

5 9 20 34 48

Elements in descending order:

48 34 20 9 5

2)

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApplication5

{

class Program

{

public static void area(int x,int y)

{

Console.WriteLine("Area=" + x \* y);

}

public static void area(double x, double y)

{

Console.WriteLine("Area=" + x \* y);

}

static void Main(string[] args)

{

area(10, 20);

area(2.5, 2.5);

}

}

}

OUTPUT:

Area=200

Area=6.25

3)

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApplication7

{

class Box{

private double length;

private double breadth;

private double height;

public double getVolume()

{

return length \* breadth \* height;

}

public void setLength(double len)

{

length = len;

}

public void setBreadth(double bre)

{

breadth = bre;

}

public void setHeight(double hei)

{

height = hei;

}

public static Box operator +(Box b, Box c)

{

Box box = new Box();

box.length = b.length + c.length;

box.breadth = b.breadth + c.breadth;

box.height = b.height + c.height;

return box;

}

}

class Program

{

static void Main(string[] args)

{

Box Box1 = new Box();

Box Box2 = new Box();

Box Box3 = new Box();

double volume = 0.0;

Box1.setLength(6.0);

Box1.setBreadth(7.0);

Box1.setHeight(5.0);

Box2.setLength(12.0);

Box2.setBreadth(13.0);

Box2.setHeight(10.0);

volume = Box1.getVolume();

Console.WriteLine("Volume of Box1 : {0}", volume);

volume = Box2.getVolume();

Console.WriteLine("Volume of Box2 : {0}", volume);

Box3 = Box1 + Box2;

volume = Box3.getVolume();

Console.WriteLine("Volume of Box3 : {0}", volume);

Console.ReadKey();

}

}

}

OUTPUT:

Volume of Box1 : 210

Volume of Box2 : 1560

Volume of Box3 : 5400

4)

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApplication9

{

interface polygon

{

void area();

}

class rectangle : polygon

{

public void area()

{

int l = 20;

int b = 30;

int area = l \* b;

Console.WriteLine("The area of rectangle is " + area);

}

}

class square : polygon

{

public void area()

{

int l = 20;

int area = l \* l;

Console.WriteLine("The area of square is " + area);

}

}

class Program

{

static void Main(string[] args)

{

rectangle r1 = new rectangle();

r1.area();

square s1 = new square();

s1.area();

}

}

}

OUTPUT:

The area of rectangle is 600

The area of square is 400

5.a)

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApplication10

{

class Program

{

static void Main(string[] args)

{

String s1 = "CoMpuTer";

String s2 = " science";

Console.WriteLine("The length of the string is " + s1.Length);

Console.WriteLine("The concatenation of the string is " + String.Concat(s1, s2));

Console.WriteLine("The comparison of two string is " + String.Compare(s1, s2));

String s3 = String.Copy(s1);

Console.WriteLine("Copying the string:" + s3);

Console.WriteLine("Startwith:" + s2.StartsWith("S"));

Console.WriteLine("Endswith:" + s1.EndsWith("r"));

Console.WriteLine("Remove:" +s1.Remove(2,4));

Console.WriteLine("Replace:" + s2.Replace("e","o"));

Console.WriteLine("Substring:" + s1.Substring(3));

Console.WriteLine("Lowercase:" +s1.ToLower());

Console.WriteLine("Uppercase:" + s2.ToUpper());

}

}

}

OUTPUT:

The length of the string is 8

The concatenation of the string is CoMpuTer science

The comparison of two string is 1

Copying the string:CoMpuTer

Startwith:False

Endswith:True

Remove:Coer

Replace: scionco

Substring:puTer

Lowercase:computer

Uppercase: SCIENCE

b)

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApplication11

{

class Program

{

static void Main(string[] args)

{

int[] number = { 8, 17, 24, 5, 25 };

int[] divisor = { 2, 0, 0, 5 };

for (int j = 0; j < number.Length; j++)

try

{

Console.WriteLine("Quotient: " + number[j] / divisor[j]);

}

catch (DivideByZeroException)

{

Console.WriteLine("Not possible to Divide by zero");

}

catch (IndexOutOfRangeException)

{

Console.WriteLine("Index is Out of Range");

}

}

}

}

OUTPUT:

Quotient: 4

Not possible to Divide by zero

Not possible to Divide by zero

Quotient: 1

Index is Out of Range

6)

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApplication14

{

class Program

{

static void Main(string[] args)

{

int a = 10, b = 5;

Console.WriteLine("Before swapping:");

Console.WriteLine("a=" + a+",b=" +b);

a = a + b;

b = a - b;

a = a - b;

Console.WriteLine("After swapping:");

Console.WriteLine("a=" + a+",b=" +b);

}

}

}

OUTPUT:

Before swapping:

a=10,b=5

After swapping:

a=5,b=10

9)

<%@ Page Title="" Language="C#" MasterPageFile="~/Site.Master" AutoEventWireup="true" CodeBehind="employeeregister.aspx.cs" Inherits="registration\_form.employeeregister" %>

<asp:Content ID="Content1" ContentPlaceHolderID="MainContent" runat="server">

<section id="main-content">

<section class="wrapper">

<div class="row">

<div class="col-lg-12">

<section class="panel">

<header class="panel-heading">

<div class="col-md-4 col-md-offset-4">

<h1>Registration Form</h1>

</div>

</header>

<div class="panel-body">

<div class="row">

<div class="col-md-4 col-md-offset-1">

<div class="form-group">

<asp:Label runat="server" AssociatedControlID="txtempname"><b>Employee Name</b></asp:Label><br />

<asp:TextBox runat="server" required="required" Enabled="true" name="BrandName" ID="txtempname" Class="form-control input-sm" placeholder="Employee Name"></asp:TextBox>

</div>

</div>

</div>

<div class="col-md-4 col-md-offset-1">

<div class="form-group">

<asp:Label runat="server" AssociatedControlID="txtdob"><b>DOB</b></asp:Label><br />

<asp:TextBox runat="server" required="required" TextMode="Date" Enabled="true" name="BrandName" ID="txtdob" Class="form-control input-sm" placeholder="DOB"></asp:TextBox>

</div>

</div>

<div class="col-md-4 col-md-offset-1">

<div class="form-group">

<asp:Label runat="server" AssociatedControlID="txtdepartment"><b>Department</b></asp:Label><br />

<asp:TextBox runat="server" required="required" Enabled="true" name="BrandName" ID="txtdepartment" Class="form-control input-sm" placeholder="Department"></asp:TextBox>

</div>

</div>

</div>

<div class="row">

<div class="col-md-4 col-md-offset-1">

<div class="form-group">

<asp:Label runat="server" AssociatedControlID="txtcountry"><b>Country</b></asp:Label><br />

<asp:DropDownList ID="txtcountry" CssClass="form-control input-sm" runat="server">

<asp:ListItem Text="India" />

<asp:ListItem Text="UK based" />

<asp:ListItem Text="US based" />

</asp:DropDownList>

</div>

</div>

<div class="col-md-4 col-md-offset-1">

<div class="form-group">

<asp:Label runat="server" AssociatedControlID="txtaddress"><b>Address</b></asp:Label><br />

<asp:Textbox runat="server" required="required" Enabled="true" name="BrandName" ID="txtaddress" Class="form-control input-sm" placeholder="Address"></asp:TextBox>

</div>

</div>

</div>

<div class="row">

<div class="col-md-4 col-md-offset-1">

<div class="form-group">

<asp:Label runat="server" AssociatedControlID="txtcontact"><b>Contact</b></asp:Label><br />

<asp:Textbox runat="server" required="required" TextMode="Number" Enabled="true" name="BrandName" ID="txtcontact" Class="form-control input-sm" placeholder="Contact"></asp:TextBox>

</div>

</div>

<div class="col-md-4 col-md-offset-1">

<div class="form-group">

<asp:Label runat="server" AssociatedControlID="txtgender"><b>Gender</b></asp:Label><br />

<asp:RadioButtonList CssClass="form-group" ID="txtgender" runat="server">

<asp:ListItem Text="Male" />

<asp:ListItem Text="Female" />

<asp:ListItem Text="Other" />

</asp:RadioButtonList>

</div>

</div>

</div>

<div class="row">

<div class="col-md-8 col-md-offset-2">

<asp:Button Text="Save" ID="btnsave" CssClass="btn btn-primary" Width="200" runat="server" />

</div>

</div>

</section>

</div>

</div>

</section>

</section>

</asp:Content>

