TAAZAA TRAINING

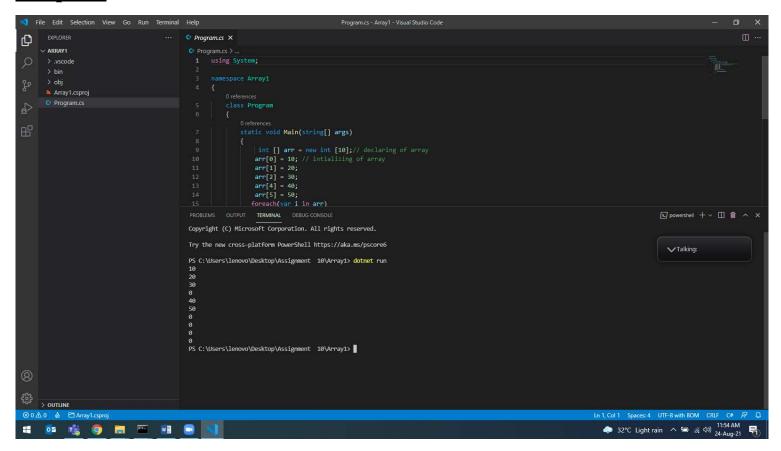
Assignment-10

Submitted By:-

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1) Array 1

Source Code:-



2)Array **2**

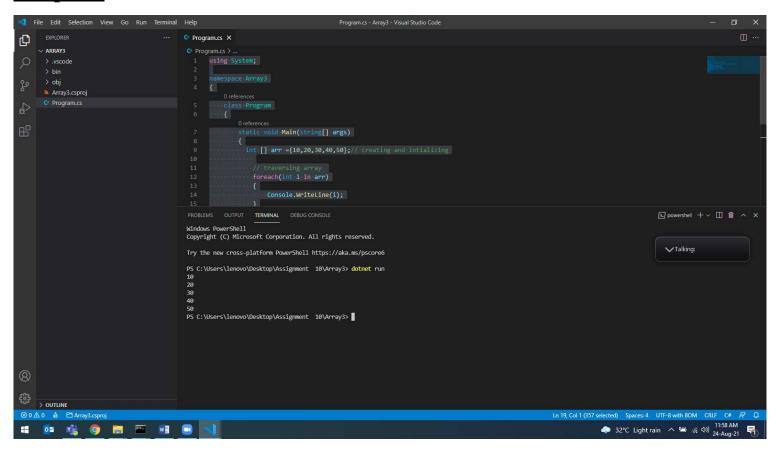
Source Code:-

```
using System;
namespace Array2
    class Program
        static void Main(string[] args)
             int[] arr = new int[6];
            for (int i = 0; i < 6; i++)
                Console.Write(arr[i] + " ");
            Console.WriteLine();
            int a = 0;
            for (int i = 0; i < 6; i++)
                a += 10;
                arr[i] = a;
            foreach (int i in arr)
                Console.Write(i + " ");
            Console.ReadKey();
```

```
| Programs | Programs
```

3)Array **3**

Source Code:-



4) Switch case Taazaa menu:-

Source Code:-

Contact.cs

```
namespace Assignment_10.Models
{
    public class Contact
        public int cId
            get;
            set;
        public string cName
            get;
            set;
        public string cLocation
            get;
            set;
        public long cPhNo
            get;
            set;
        public string eMail
            get;
            set;
```

ListManipulation.cs

```
using System;
using System.Collections.Generic;
using Assignment_10.Models;
namespace Assignment 10.ListManipulation
    public class ListManipulator:IListMainpulator
        List<Contact> objList;
        public ListManipulator()
            objList=new List<Contact>();
        public void createList(Contact objContact)
            objList.Add(objContact);
            Console.WriteLine("Added sucessfully");
        public void updateList(int i,Contact objContact)
            var temp= objList[i];
            temp.cName=objContact.cName;
            temp.cPhNo=objContact.cPhNo;
            temp.cLocation=objContact.cLocation;
            temp.cId=objContact.cId;
            temp.eMail=objContact.eMail;
            Console.WriteLine("Update sucessfully");
         public void deleteListItem(int i)
            objList.RemoveAt(1);
            Console.WriteLine("Deleted sucessfully");
        public void DisplayList()
            var n=0;
            foreach(var i in objList)
                Console.WriteLine(n+" "+i.cId+" "+i.cName+" "+i.cLocation+" "+i.cPhNo+" "+i.eMail
);
```

IListManipulator.cs

```
using Assignment_10.Models;
using System.Collections.Generic;
namespace Assignment_10.ListManipulation
{
    public interface IListMainpulator
    {
        void createList(Contact objContact);
        void updateList(int i,Contact objContact);
        void deleteListItem(int i);
        void DisplayList();
    }
}
```

Program.cs

```
using System;
namespace Assignment_10
    class Program
       public static void Main()
            string cm="Y";
            while(cm=="Y" ||cm=="y")
                Console.WriteLine("____Taazaa Menu____\n Press 1: Create Employee \n Press
2: Update Employee \n Press 3: Delete Employee \n Press 4: Display Employee \n Press 5: Exit from
menu \n enter your Choice :-");
                int ch=Convert.ToInt32(Console.ReadLine());
                switch(ch)
                    case 1:
                        Console.WriteLine(" ok Created.....");
                        break;
                    case 2:
                        Console.WriteLine(" ok updated.....");
                        break;
                    case 3:
                        Console.WriteLine(" ok deleted.....");
                        break;
                    case 4:
                        Console.WriteLine(" ok program exit .....");
                        break;
                    case 5:
                        Console.WriteLine(" ok program exit .....");
                        break;
                    default:
                        Console.WriteLine("Invalid choice try again");
                        break;
                Console.WriteLine("Do you want to continue..... press Y else Press any key :-");
                cm=Console.ReadLine();
```

