**Lab – 2023.07.04**

(6)

**Program.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Q\_6

{

internal class Program

{

static void Main()

{

Console.WriteLine("Enter the size of rhe array: ");

int size = Convert.ToInt32(Console.ReadLine());

ArrayClass obj1 = new ArrayClass();

int[] array = obj1.arrayMethod(size);

Console.WriteLine("\nDisplay the array: ");

for(int i=0;i<array.Length; i++)

{

Console.Write(array[i] + " ");

}

Console.ReadLine();

}

}

}

**ArrayClass.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Q\_6

{

public class ArrayClass

{

public int[] arrayMethod(int size)

{

int[] array = new int[size];

for(int i=0; i<array.Length; i+=2)

{

Console.WriteLine("Enter a value: ");

int value = Convert.ToInt32(Console.ReadLine());

array[i] = value;

array[i + 1] = 0;

}

return array;

}

}

}