Lab 1  
Text

Description automatically generated

using System;

namespace OOPG\_L6E1

{

    class Player

    {

        public string strName;

        public int intScore = 0;

        public static int intTotalPlayer, intTotalScore;

        public Player(string x, int y)

        {

            strName = x;

            intScore = y;

            intTotalPlayer++;

            intTotalScore += intScore;

        }

    }

    class Program

    {

        static void Main(string[] args)

        {

            Player objPlayer1, objPlayer2;

            Console.WriteLine("Enter the name of Player 1:");

            string name = Console.ReadLine();

            Console.WriteLine("Enter the score of Player 1:");

            int score = int.Parse(Console.ReadLine());

            objPlayer1 = new Player(name, score);

            Console.WriteLine($"Total players: {Player.intTotalPlayer} Total score: {Player.intTotalScore}");

            Console.WriteLine("Enter the name of Player 2:");

            name = Console.ReadLine();

            Console.WriteLine("Enter the score of Player 2:");

            score = int.Parse(Console.ReadLine());

            objPlayer2 = new Player(name, score);

            Console.WriteLine($"Total players: {Player.intTotalPlayer} Total score: {Player.intTotalScore}");

        }

    }

}

Lab 2

A picture containing graphical user interface

Description automatically generated

using System;

namespace OOPG\_L6E2

{

    class Patient

    {

        public string strPatientName;

        public float fltFees;

        public static int intTotalPatients;

        public static float fltTotalFees;

        public Patient(string x, float y)

        {

            strPatientName = x;

            fltFees = y;

            intTotalPatients++;

            fltTotalFees += fltFees;

        }

        private int TotalPatient => intTotalPatients;

        private float TotalFees => fltTotalFees;

    }

    class Program

    {

        static void Main(string[] args)

        {

            Patient objPatient1, objPatient2;

            Console.WriteLine("Enter the patient name:");

            string name = Console.ReadLine();

            Console.WriteLine("Enter the fees of patient:");

            float fees = float.Parse(Console.ReadLine());

            objPatient1 = new Patient(name, fees);

            Console.WriteLine($"Total patients: {Patient.intTotalPatients} Total fees: {Patient.fltTotalFees}");

            Console.WriteLine("Enter the patient name:");

            name = Console.ReadLine();

            Console.WriteLine("Enter the fees of patient:");

            fees = float.Parse(Console.ReadLine());

            objPatient2 = new Patient(name, fees);

            Console.WriteLine($"Total patients: {Patient.intTotalPatients} Total fees: {Patient.fltTotalFees}");

        }

    }

}