

1 program bubble sort

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace consolelabprgs

```
{  
  
    class prog1_bubblesort  
  
    {  
  
        static void Main(string[] args)  
  
        { int[] arr = new int[10];  
  
            int i,n,j,temp;  
  
            Console.WriteLine("BUBBLE SORT");  
  
            Console.WriteLine("-----");  
  
            Console.WriteLine("Enter how many elements to sort");  
  
            n=int.Parse(Console.ReadLine());  
  
            Console.WriteLine("Enter "+n+" elements");  
  
            for(i=0;i<n;i++)  
  
                arr[i]=int.Parse(Console.ReadLine());  
  
            Console.WriteLine ("Elements before sorting");  
  
            for(i=0;i<n;i++)  
  
                Console.Write (arr[i]+"\\t");  
  
            Console.WriteLine();  
  
            for(i=0;i<n;i++)  
  
                {for(j=0;j<n-1-i;j++)  
  
                    {if(arr[j]>arr[j+1])  
  
                        {temp=arr[j];
```

```

        arr[j]=arr[j+1];

        arr[j+1]=temp;

    }

}

Console.WriteLine ("Elements after sorting");

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

    Console.Write(arr[i]+"\\t");

Console.WriteLine();

Console.ReadLine();

}

}

}

```

2 programme bank css

```

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

```

```

namespace consolelabprgs

```

```

{

    class bank

    {

        int accno;

```

```
string accname;

float balance;

string acctype;

public void init()
{
    Console.WriteLine("\nEnter the account no ");

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

    Console.WriteLine("\nEnter account name ");

    accname = Console.ReadLine();

    Console.WriteLine("\nEnter account type ");

    acctype = Console.ReadLine();

    Console.WriteLine("\nEnter the amount ");

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

    Console.WriteLine("\nAccount created. Press ENTER to continue");
}

public void deposit(float amt)
{
    balance = balance + amt;

    Console.WriteLine("\n{0} deposited . Press ENTER to continue ", amt);
}

public void withdraw(float amt)
{
    if (balance < amt)

        Console.WriteLine("\n !!!!Not enough balance to withdraw ");

    else if (balance - amt < 500)

        Console.WriteLine("\n !!!!Minimum balance should be 500 ");

    else
```

```
{  
    balance = balance - amt;  
    Console.WriteLine("\n{0} withdrawn . Press ENTER to continue", amt);  
}  
}
```

```
public void display()  
{  
    Console.Clear();  
    Console.WriteLine("\n\t\tAccount Details");  
    Console.WriteLine("\n\t\t=====");  
    Console.WriteLine("The account no is " + accno);  
    Console.WriteLine("The account name is " + accname);  
    Console.WriteLine("The account type is " + acctype);  
    Console.WriteLine("Total balance is " + balance);  
    Console.WriteLine("Press ENTER to continue ");  
}  
}
```

```
class prog2_bank  
{  
    static void Main()  
    {  
        bank b = new bank();  
        float amt;
```

```
int choice;

do

{

    Console.Clear();

    Console.WriteLine("\n Bank Transaction");

    Console.WriteLine("\n -----");

    Console.WriteLine("\n 1.Create an account");

    Console.WriteLine("\n 2.Deposit");

    Console.WriteLine("\n 3.Withdraw");

    Console.WriteLine("\n 4.Display");

    Console.WriteLine("\n 5.Exit");

    Console.Write("\n Enter an option");

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

    switch (choice)

    {

        case 1: b.init();

            Console.ReadLine();

            break;

        case 2: Console.Write("\n Enter amount to deposit ");

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

            b.deposit(amt);

            Console.ReadLine();

            break;

        case 3: Console.WriteLine("\n Enter amount to withdraw ");

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

            b.withdraw(amt);
```

```

        Console.ReadLine();

        break;

    case 4: b.display();

        Console.ReadLine();

        break;

    case 5: Environment.Exit(0);

        break;

    default: Console.WriteLine("\n Enter a valid option ");

        Console.ReadLine();

        break;

    }

} while (choice != 5);

Console.ReadLine();

}

}

}

```

3 program interface CSS

```

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

```

```

namespace consolelabprgs

```

```
{

interface acc

{

    void accept();

}

interface dis

{

    void display();

}

class student : acc, dis

{

    int regno;

    string name;

    string course;

    int m1, m2, m3, total;

    float avg;

    public void accept()

    {

        Console.Write(" \nEnter Regno : ");

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

        Console.Write("\n Enter Name : ");

        name = Console.ReadLine();

        Console.Write("\n Enter course ");

        course = Console.ReadLine();

        Console.Write("\n Enter marks in DS : ");

        m1 = int.Parse(Console.ReadLine());

        Console.Write("\n Enter marks in OS : ");
```

```

m2 = int.Parse(Console.ReadLine());

Console.WriteLine("\n Enter marks in Maths : ");

m3 = int.Parse(Console.ReadLine());

Console.WriteLine("\n*****");

total = m1 + m2 + m3;

avg = Convert.ToSingle(total) / 3;

}

```

```

public void display()
{
    Console.WriteLine("{0}\t{1}\t{2}\t{3}\t{4}\t{5}\t{6}\t{7} ", regno, name, course, m1, m2, m3, total,
avg);
}
}

```

```

class prog3_interface
{
    public static void Main()
    {
        student[] s = new student[3];

        for (int i = 0; i < 3; i++)
            s[i] = new student();

        Console.WriteLine("\n Enter student details for 3 students");

        foreach (student st in s)

```



```

    {
        acc i1 = (acc)st;

        i1.accept();
    }

    Console.Clear();

    Console.WriteLine("\n\t\t STUDENT REPORT");

    Console.WriteLine("\n\t\t -----");

    Console.WriteLine("\nRegno\tName\tCourse\tDS\tOS\tMaths\tTotal\taverage");

    foreach (student st in s)
    {
        dis i2 = (dis)st;

        i2.display();
    }

    Console.ReadLine();

}

}

}

```

#### 4 add complex

```

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace consolelabprgs

```

```
{  
  
class complex  
  
{  
  
    double real;  
  
    double imag;  
  
    public complex()  
  
    {  
  
        real = 0.0; imag = 0.0;  
  
    }  
  
  
    public void accept()  
  
    {  
  
        Console.WriteLine("\n Enter the real part");  
  
        real = double.Parse(Console.ReadLine());  
  
        Console.WriteLine("\n Enter the imaginary part");  
  
        imag = double.Parse(Console.ReadLine());  
  
    }  
  
  
    public static complex operator +(complex c1, complex c2)  
  
    {  
  
        complex c3 = new complex();  
  
        c3.real = c1.real + c2.real;  
  
        c3.imag = c1.imag + c2.imag;  
  
        return c3;  
  
    }  
  
    public void display()  
  
    {  
  
        Console.Write("\t" + real);
```

```

        Console.Write(" + i " + imag);

        Console.WriteLine();

    }

}

```

```

class prog4_add_complexno

```

```

{

    public static void Main()

    {

        complex a, b, c;

        a = new complex();

        b = new complex();

        c = new complex();

        Console.WriteLine("Addition of two complex nos using operator overloading");

        Console.WriteLine("-----");

        Console.WriteLine("First complex no");

        Console.WriteLine("-----");

        a.accept();

        Console.WriteLine("Second complex no");

        Console.WriteLine("-----");

        b.accept();

        c = a + b;

        Console.Clear();

        Console.WriteLine("\t\t\tSum of two complex numbers ");

        Console.WriteLine("\t\t\t-----");

        Console.Write("\tFirst complex no = ");
    }
}

```

```

        a.display();

        Console.WriteLine("\tSecond complex no = ");

        b.display();

        Console.WriteLine("\tSum = ");

        c.display();

        Console.ReadLine();

    }

}

}

```

5 delagate

```

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

```

namespace consolelabprgs

```

{

    delegate void printdelegate();

    class prog5_delegate

    {

        double length, breadth, height, base1, side, area;

        public void rect()

        {

            Console.WriteLine("\n Enter the length of the rectangle");

            length = double.Parse(Console.ReadLine());

```

```
Console.WriteLine("\n Enter the breadth of the rectangle");

breadth = double.Parse(Console.ReadLine());

area = length * breadth;

Console.WriteLine(" Area of rectangle: " + area);

}

public void triangle()

{

    Console.WriteLine("\n Enter the base of the triangle");

    base1 = double.Parse(Console.ReadLine());

    Console.WriteLine("\n Enter the height of the triangle");

    height = double.Parse(Console.ReadLine());

    area = 0.5 * base1 * height;

    Console.WriteLine(" Area of triangle: " + area);

}

public void square()

{

    Console.WriteLine("\n Enter the side of the square");

    side = double.Parse(Console.ReadLine());

    area = side * side;

    Console.WriteLine(" Area of square: " + area);

}

static void Main()

{

    prog5_delegate d = new prog5_delegate();

    int opt;

    do
```

```
{

    Console.Clear();

    Console.WriteLine(" Illustration of delegates");

    Console.WriteLine(" -----");

    Console.WriteLine("1.Area of rectangle");

    Console.WriteLine("2.Area of triangle");

    Console.WriteLine("3.Area of square");

    Console.WriteLine("4.Exit");

    Console.WriteLine("Enter your option");

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

    printdelegate p; // delegate instance

    switch (opt)
    {

        case 1: p = new printdelegate(d.rect); //delegate instance is mapped to rectangle

            p();

            Console.ReadLine();

            break;

        case 2: p = new printdelegate(d.triangle);

            p();

            Console.ReadLine();

            break;

        case 3: p = d.square;

            p();

            Console.ReadLine();

            break;

        case 4: break;
```

```

    }

    } while (opt != 4);

}

}

}

}

```

## 6 exception handling

```

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace consolelabprgs
{
    class MyException : Exception
    {
        public MyException(string str)
            : base(str)
        {
            Console.WriteLine("User Defined Exception called");
        }
    }

}

class prog6_exception
{

```

```
public static void Main()
{
    int opt, number1, number2;

    string name;

    int[] arr = new int[5] { 10, 20, 30, 40, 50 };

    do
    {
        Console.Clear();

        Console.WriteLine("Illustrating exceptions");

        Console.WriteLine("1. Divide by zero");

        Console.WriteLine("2. Array index out of range");

        Console.WriteLine("3. User defined exception");

        Console.WriteLine("4. Exit");

        Console.Write("Enter an option");

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

        try
        {
            switch (opt)
            {
                case 1: Console.WriteLine("Enter number1");

                    number1 = int.Parse(Console.ReadLine());

                    Console.WriteLine("Enter number2");

                    number2 = int.Parse(Console.ReadLine());

                    Console.WriteLine("The result of number1/number2 is :" + number1 / number2);

                    Console.ReadLine();

                    break;

                case 2: Console.WriteLine("Array values");
```



```

        for (int i = 0; i < 7; i++)
        {
            Console.Write("arr [ " + i + " ] = ");

            Console.WriteLine(arr[i]);
        }

        Console.ReadLine();

        break;

case 3: Console.WriteLine("Enter a string <6 characters");

        name = Console.ReadLine();

        if (name.Length > 5)

            throw new MyException("The string length should not be more than 5 characters");

        else

            Console.WriteLine("Entered string is right");

        Console.ReadLine();

        break;

case 4: break;

    }

}

catch (DivideByZeroException e)

{

    Console.WriteLine("Do not Divide a number by zero");

    Console.ReadLine();

}

catch (IndexOutOfRangeException e)

{

```

```
        Console.WriteLine("Array index is out of range");  
  
        Console.ReadLine();  
    }  
  
    catch (MyException e)
```

```
    {  
        Console.WriteLine(e.Message);  
        Console.ReadLine();  
    }  
  
    catch (Exception e)
```

```
    {  
        Console.WriteLine("Exception caught here" + e.Message);  
        Console.ReadLine();  
    }  
  
} while (opt != 4);  
  
Console.ReadLine();  
  
}
```

```
    }  
  
}
```

7 thread program

```
using System;  
  
using System.Collections.Generic;
```

```
using System.Linq;
```

```
using System.Text;
```

```
using System.Threading;
```

```
namespace consolelabprgs
```

```
{
```

```
    public class MyThread
```

```
    {
```

```
        public void Thread1()
```

```
        {
```

```
            Console.WriteLine("Executing Thread1");
```

```
            for (int i = 1; i <= 20; i++)
```

```
            {
```

```
                Thread thr = Thread.CurrentThread;
```

```
                Console.WriteLine(thr.Name + "=" + i);
```

```
                if (i == 5)
```

```
                {
```

```
                    try
```

```
                    {
```

```
                        Thread.Sleep(7000);
```

```
                    }
```

```
                catch (Exception ae)
```

```
                {
```

```
        Console.WriteLine(ae.ToString());
    }

}

}

}

public void Thread2()
{
    Console.WriteLine("Executing Thread2");
    for (int i = 21; i <= 40; i++)
    {

        Thread thr = Thread.CurrentThread;

        Console.WriteLine(thr.Name + "=" + i);

        if (i == 35)
        {
            try
            {
                thr.Abort();
            }

            catch (ThreadAbortException ae)
            {
                Console.WriteLine("Thread 2 is terminated !!!!");
            }
        }
    }
}
```

```
}  
  
}
```

```
public class prog7_thread
```

```
{
```

```
    public static void Main()
```

```
    {
```

```
        Console.WriteLine("Executing Main thread!!!!");
```

```
        MyThread thr1 = new MyThread();
```

```
        MyThread thr2 = new MyThread();
```

```
        Thread tid1 = new Thread(new ThreadStart(thr1.Thread1));
```

```
        Thread tid2 = new Thread(new ThreadStart(thr2.Thread2));
```

```
        tid1.Name = "Thread 1";
```

```
        tid2.Name = "Thread 2";
```

```
        tid1.Start();
```

```
        tid2.Start();
```

```
        Console.WriteLine("End of Main");
```

```
        Console.ReadLine();
```

```
    }
```

```
}
```

```
}
```

9th net seler

```
using System;
```

```
using System.Windows.Forms;
```

```
namespace WindowsApplication1
```

```
{
```

```
    public partial class Form1 : Form
```

```
    {
```

```
        float basic, da, hra, cca, pf, tax, gross, net;
```

```
        public Form1()
```

```
        {
```

```
            InitializeComponent();
```

```
        }
```

```
        private void button1_Click(object sender, EventArgs e)
```

```
        {
```

```
            basic = float.Parse(txtbasic.Text);
```

```
            da = basic * 66 / 100;
```

```
            hra = basic * 20 / 100;
```

```
            pf = basic * 15 / 100;
```

```
            cca = basic*5/100;
```

```

if (basic >= 10000 && basic < 15000)

    tax = basic * 2 / 100;

else if (basic >= 15000 && basic < 20000)

    tax = basic * 3 / 100;

else

    tax = basic * 5 / 100;

gross = basic + da + hra + cca;

net = gross - (pf + tax);

txtnda.Text = Convert.ToString(da);

txthra.Text = Convert.ToString(hra);

txtcca.Text = Convert.ToString(cca);

txtpf.Text = Convert.ToString(pf);

txttax.Text = Convert.ToString(tax);

txtgross.Text = Convert.ToString (gross);

txtnet.Text=Convert .ToString (net );

}

private void button2_Click(object sender, EventArgs e)

{

    this.Close();

}

}

}

```

10 th.

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Text;

using System.Windows.Forms;

namespace windowsprgs

{

public partial class changefont\_prog9 : Form

{

public changefont\_prog9()

{

InitializeComponent();

}

private void button1\_Click(object sender, EventArgs e)

{

FontDialog dlg = new FontDialog();

if (dlg.ShowDialog() == DialogResult.OK)

{

textBox1.Font = new Font(dlg.Font.Name, dlg.Font.Size, dlg.Font.Style);

}

else



```
        MessageBox.Show("you clicked cancel");  
    }  
  

```

```
private void button2_Click(object sender, EventArgs e)  
{  
    ColorDialog cdlg = new ColorDialog();  
    if (cdlg.ShowDialog() == DialogResult.OK)  
    { textBox1.ForeColor = cdlg.Color; }  
    else  
        MessageBox.Show("you clicked cancel");  
}  
  

```

```
private void button3_Click(object sender, EventArgs e)  
{  
    ColorDialog cdlg = new ColorDialog();  
    if (cdlg.ShowDialog() == DialogResult.OK)  
    { textBox1.BackColor = cdlg.Color; }  
    else  
        MessageBox.Show("you clicked cancel");  
}  
  

```

```
private void changefont_prog9_Load(object sender, EventArgs e)  
{  
  

```

}

}

}