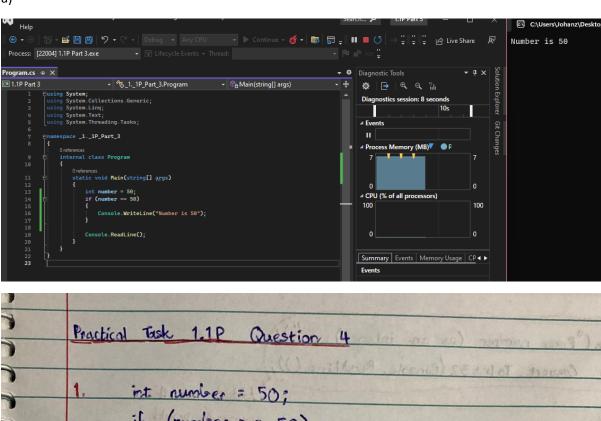
3. Find all existing issues with the code snippets presented below. It is highly important to try working this out on paper by tracing through the statements and then input the code into your IDE. Run it to see if you are correct, and then see if you can fix the code.

a)



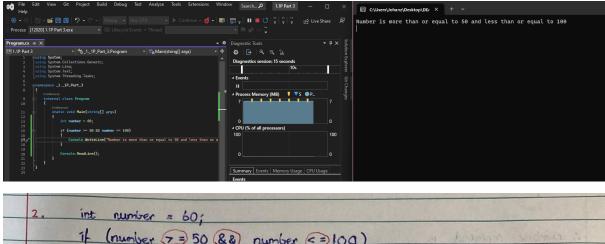
```
1. int. number = 50;

if (number = 50);

{

Console. Writeline ("Number is 50");
}

.: No fixes required
```



```
2. int number = 60;

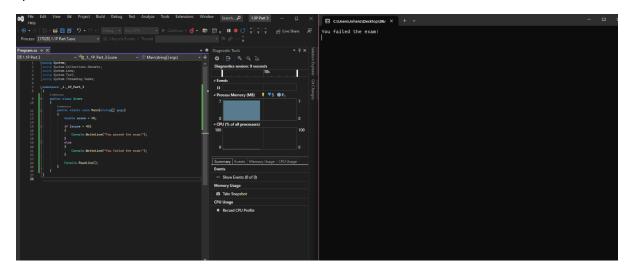
If (number 7= 50 && number = 100)

Gansole, Writeline ("Number is more than or equal... to 100")

}

i, >= replaced >== , <= replaced <== and && replaced and
```

c)



```
abustle scare = 40;

double scare = 40;

Added brackets

if (scare > 40)

Console, Writeline ("You passed the exam!");

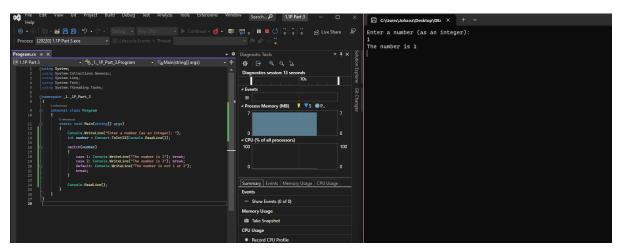
telse

Console, Writeline ("You failed the exam!");

i. Main replaced main and else replaced dise scare < 40

i. Output: You failed the exam
```

d)



```
4. Console. Writeline ("Enter number (as an integer): ");

(int number = Cnevert. To Int 32 (Console. Readline ());

(int number = Cnevert. To Int 32 (Console. Readline ());

(break;

(case 1: Console. Writeline ("The number is 1"); (creat; ); (steat was case 2: Console. Writeline ("The number is 2"); (break; added)

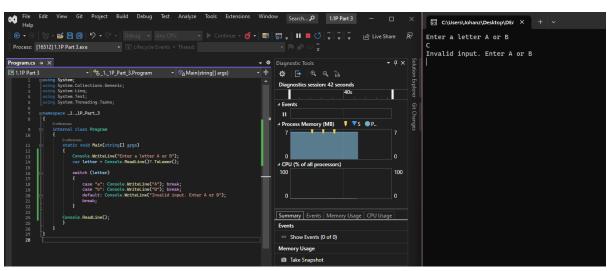
default: Console. Writeline ("The number is not 1 or 2");

(break;

)

: number replaced n
```

e)



```
5. Console: WriteLine ("Enter a letter A or B");

var ketter = Console. Republishe ()?. To Lower ();

Switch (letter)

{

case "a": Console. NriteLine ("A"); break;

case "b": Console. NriteLine ("B"); break;

default: Console. NriteLine ("Invalid input. Enter A or B");

break;

}

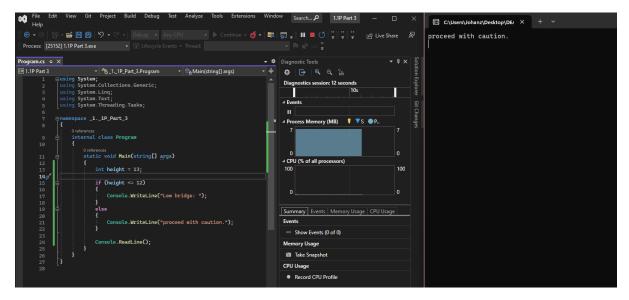
.? I wasn't sure what this program was supposed to do brecause

it was so similar with the first one. So I decided to be

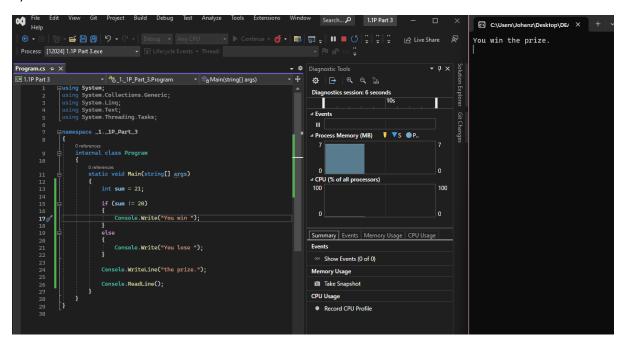
creative.
```

4. What is the output of the following code fragments? Remember to try working this out on paper by tracing through the statements and then input the code into your IDE. Run it to see if you are correct, and then see if you can fix the code.

a)



b)



c)

