- For Loop.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace printnum
{
    class Program
    {
        static void Main(string[] args)
        {
            int i;
            for (i = 1; i <= 10; i++)
            {
                if (i % 2 == 0)
                {
                    if (i <= 10)
                    {

                        Console.WriteLine(i);

                    }


                }


            }
        }
    }
}
```

Output:-

```
2

4
```

```
6

8

10.
```

- Break statement.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace printnum
{
    class Program
    {
        static void Main(string[] args)
        {
            int i;
            for (i = 1; i<= 10; i++)
            {
                if (i % 2 == 0)
                {
                    Console.WriteLine(i);

                    if (i == 6)
                    {

                        break;
                    }


                }


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

- Continue statement.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace printnum
{
    class Program
    {
        static void Main(string[] args)
        {
            int i;
            for (i = 1; i <= 10; i++)
            {
                if (i % 2 == 0)
                {

                    if (i>=6)
                    {
                        Console.WriteLine(i);
                        continue;

                    }


                }


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

- While Loop.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace printnum
{
    class Program
    {
        static void Main(string[] args)
        {
            int i=1;
            while(i<=10)
            {

                        Console.WriteLine(i);
                        i++;
            }
            Console.ReadLine();
        }
    }
}
```

- Array

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace array
{
    class Program
    {
        static void Main(string[] args)
        {
            int[] a = { 1, 2, 3,4,5};
            Console.WriteLine(a[0]);
            Console.ReadLine();
        }
    }
}
```

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace array
{
    class Program
    {
        static void Main(string[] args)
        {
            int[] a=new int[5];

               for(int i=0;i<5;i++)
               {
                 Console.WriteLine("Enter the element
");

a[i]=Convert.ToInt32(Console.ReadLine());
               }
            Console.ReadLine();
        }
    }
}
```

Default Constructor

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace defaualt_constructor
{
    class Program
    {
        int age;
        Program()
        {
            age = 20;
            Console.WriteLine( " Default
Constructor\n"+age);
        }

        static void Main(string[] args)
        {
          Program  p1=new Program();
          Console.ReadLine();

        }
    }
}
```

Output:-

```
Default Constructor
20
```

- Parameterize Constructor.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace Parameterized_constructor
{
    class Program
    {
        int age;
        string name;
        Program(int a,string n)
        {
            age =a;
            name = n;
        }

        static void Main(string[] args)
        {
          Program  p1=new Program(19,"RCP");
          Console.WriteLine(p1.age);
                Console.WriteLine(p1.name);
          Console.ReadLine();

        }
    }
}
Output:-
19
RCP
```

- **User define value accept as n of type integer, N should be constructor before other function called.As per n print table of n.**

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace printtable_const
{
    class Program
    {
        public int a;
        Program(int num)
        {
            a = num;
            for(int i=1; i<=10; i++)
            {
                Console.WriteLine(a + "x" + i + "=" +
(a * +i));
        }
            }
        Program()
        {
            Console.WriteLine("Destructor called");
            Console.ReadLine();
        }

        static void Main(string[] args)
        {
            Console.WriteLine("Enter the Number print
table:-");
            int a =
Convert.ToInt32(Console.ReadLine());
            Program p1 = new Program(a);
            Console.ReadLine();


        }
    }
}
```

Output:-

```
Enter the number print table:-
4
4x1=4
4x2=8
4x3=12
4x4=16
4x5=20
4x6=24
4x7=28
4x8=32
4x9=36
4x10=40
```

- Destructor

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
```

```
namespace destructor
{
    class Program
    {

        Program(int n)
        {
            Console.WriteLine("The table of" +n+ "is");
            for(int i=1; i<=10; i++)
            {
                Console.WriteLine(i *n);

        }
            }
        ~Program()
        {
            Console.WriteLine("Destructor 
called......");
            Console.ReadLine();
        }

        static void Main(string[] args)
        {
            int n;
            Console.WriteLine("Enter the Number print 
table:-");
            n= Convert.ToInt32(Console.ReadLine());
            Program p1 = new Program(n);
            Console.ReadLine();


        }
    }
}
```

Single inheritance.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace singleinher
{
    class studt
    {
        public string name = "Jagruti";
        public string class1 = "SYBCA";
    }
    class exam:studt
    {
        public string sub="C#.net";
    }
    class program
    {
         static void Main(string[] args)
     {
         exam e1 = new exam();
    Console.WriteLine(e1.name+" "+e1.class1+"
"+e1.sub);
    Console.ReadLine();
        }
    }
}
```

Multilevel nheritance:-

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace singleinher
{
    class studt
    {
        public string name = "Jagruti";
        public string class1 = "SYBCA";
    }
    class exam : studt
    {
        public string sub = "C#.net";
    }
    class result : exam
    {
        public int marks = 96;
    }
        class program
        {
        static void Main(string[] args)
        {
            result e1 = new result();
            Console.WriteLine("Name:" +e1.name );
            Console.WriteLine("Class:" +e1.class1 );
            Console.WriteLine("Subject:" +e1.sub);
            Console.WriteLine("Marks:" +e1.marks );
            Console.ReadLine();
        }
    }
}
```

Multiple inheritance.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace multiple
{
    class stud
    {

        public string name = "Jagruti";
        public string class1 = "SYBCA";
    }
    interface exam
    {
          void show();
    }
    class result : stud, exam
    {
        int marks = 96;
          public void show()
        {

            Console.WriteLine("NAME:-" + name);
            Console.WriteLine("Class:-" + class1);
            Console.WriteLine("Marks:-" + marks);

        }


    }
    class program
    {
        static void Main(string[] args)
        {
            result e1 = new result();
            e1.show();

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