* 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();

}

}

}