

Exercise 1: The Branch Name

Scenario: You have a Store object that has a Location property. The Location contains a BranchName (string). **Task:** Access the BranchName safely. If Store or Location is null, the result should be null.

C#



```
public class Store { public Address Location { get; set; } }  
public class Address { public string BranchName { get; set; } }
```

```
Store myStore = null;  
// Your code here:  
string name =
```

Exercise 2: The Data Formatter

Scenario: You have a `Formatter` class with a method `Format(string input)` that returns a string. **Task:** Use the null-conditional operator to call `Format("hello")` on a `Formatter` instance that might be null.

C#



```
public class Formatter { public string Format(string s) => s.ToUpper(); }

Formatter processor = null;
// Your code here:
string result =
```

Exercise 3: Safe Collection Item Access

Scenario: You have an array of Customer objects. The array itself might not be initialized. **Task:** Use the null-conditional operator to access the **first element** (index 0) of the customers array.

C#



```
public class Customer { public string Name { get; set; } }

Customer[] customers = null;
// Your code here:
Customer first =
```

Exercise 4: Deep String Manipulation

Scenario: You are accessing a User object's Email. You want to call the .Trim() method on that email string to remove whitespace. **Task:** Chain the operators so that you safely access the Email and then safely call .Trim().

C#



```
public class User { public string Email { get; set; } }
```

```
User currentUser = GetUser(); // Might return null
```

```
// Your code here:
```

```
string cleanEmail =
```

Exercise 5: The "ToString" Safety Net

Scenario: Every object in C# has a `.ToString()` method. You have an object variable called `data` that could be null. **Task:** Get the string representation of `data` using the null-conditional operator so it doesn't crash if `data` is missing.

C#



```
object data = null;  
// Your code here:  
string display =
```