**C# Tutorial For Beginner**

1. Hellow Word

using System;

namespace ConsoleApp1

{

class Program

{

public static void Main(string[] args)

{

Console.WriteLine("Hi.... this is rakesh");

Console.ReadLine();

}

}

}

Note :

using System => It is assembly namespace.

class Program = > This is class name where we can write code.

public static void Main(string[] args)

public => With the help of this keyword we can access this method anywhere like public way.

Static => without creating object we can access this Main Method().

Voide (return type) => for used no return type print .

Console => It is child class which is derived from System ( Class Console :System)

WriteLine() => This is Pre-Define Function For write.

ReadLine() => It is used for Hold the screen for write something.

1. If else():

Prog : WAP to test Whether a number is Even of Odd

class Program // if\_else Program\_2

{

public static void Main(string[] args)

{

Console.WriteLine("For know even and odd Data write any input");

int i = Convert.ToInt32(Console.ReadLine());

if (i % 2 == 0)

{

Console.WriteLine("Its Even Number");

}

else

{

Console.WriteLine("Its Odd Number");

}

Console.ReadLine();

}

}

1. If else\_if ():

Prog : WAP to test find the marks

class Program // if else\_if() Program\_3

{

public static void Main(string[] args)

{

Console.WriteLine("Enter the marks");

int i = Convert.ToInt32(Console.ReadLine());

if (i > 75)

{

Console.WriteLine("Got 'A' Grade");

}

else if (i > 60 && i >= 75)

{

Console.WriteLine("Got 'B' Grade");

}

else if (i > 50 && i >= 60)

{

Console.WriteLine("Got 'C' Grade");

}

else if (i >= 35 && i >= 50)

{

Console.WriteLine("Got 'D' Grade");

}

else

{

Console.WriteLine("Failed");

}

Console.ReadLine();

}

}

1. Switch():

Prog : WAP to create Simple Calculator using Switch Statement.

class Program // switch Statement() Program\_4

{ // Simple Calculator Program

public static void Main(string[] args)

{

Console.WriteLine("Enter the First Number");

int i = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("Enter the Second Number");

int j = Convert.ToInt32(Console.ReadLine());

int result = 0;

Console.WriteLine("Enter The Operation to Perform +,-,/,\*");

char op = Convert.ToChar(Console.ReadLine());

switch (op)

{

case '+': result = i + j ;

break;

case '-':

result = i - j;

break;

case '/':

result = i / j;

break;

case '\*':

result = i \* j;

break;

default: Console.WriteLine("Please enter right operation");

break;

}

Console.WriteLine("The result of a and b operation :" + result);

Console.ReadLine();

}

}

1. Switch():

Prog : WAP to create Simple Calculator using Switch Statement.

class Program //Loop = For, while, Do-While, Nested- Loops Program\_4

{ // WAP to print Even Number Upto 20

public static void Main(string[] args)

{

for (int i = 2; i <= 20; i = i + 2)

{

Console.WriteLine(i);

}

Console.ReadLine();

}

}

1. Nested Loop():

for (int i = 1; i <= 5; i++) // This is row print

{

for (int j = 1; j <= i; j++) // This is column print in one row.

{

Console.Write(j + "j\_lOOP ");

}

Console.WriteLine();

Console.ReadLine();

}

1

1 2

1 2 3

1 2 3 4

1 2 3 4 5

for (int i = 1; i <= 5; i++) // This is row print

{

for (int j = 1; j <= i; j++) // This is column print in one row.

{

Console.Write(i + " "); //Output will be row only

}

Console.WriteLine();

Console.ReadLine();

}

1

2 2

3 3 3

4 4 4 4

5 5 5 5 5

// Reverse astrick

for (int p = 0; p <= 6; p++) // this is row print

{

for (int q = 1; q <= 7 - p; q++) //this is column print

{

Console.Write("\*");

}

Console.Write("\n");

Console.ReadLine();

}

\*\*\*\*\*\*\*

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\*

/\* local variable definition \*/

int i, j;

for (i = 2; i < 100; i++)

{

for (j = 2; j <= (i / j); j++)

if ((i % j) == 0) break; // if factor found, not prime

if (j > (i / j)) Console.WriteLine("{0} is prime", i);

}

Console.ReadLine();

2 is prime

3 is prime

5 is prime

7 is prime

11 is prime

13 is prime

17 is prime

19 is prime

23 is prime

29 is prime

31 is prime

37 is prime

41 is prime

43 is prime

47 is prime

53 is prime

59 is prime

61 is prime

67 is prime

71 is prime

73 is prime

79 is prime

83 is prime

89 is prime

97 is prime

Web.config

public partial class fitgymEntitiesDb : DbContext

{

public virtual DbSet<SiteUser> SiteUsers { get; set; }

public virtual DbSet<BlogContent> BlogContents { get; set; }

}

name="fitgymEntitiesDb" // Partical class for inheritance

data source=RAKESH\SQLEXPRESS // Connection string Name

catalog=fitgym // name of the database in mssql

providerName="System.Data.EntityClient // tools used for database.