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Lab 02

1.

```
using System;

namespace SumCalculator
{
   class Program
   {
      static void Main()
      {
         Console.WriteLine("Enter the first number:");
         double firstNumber = double.Parse(Console.ReadLine());

         Console.WriteLine("Enter the second number:");
         double secondNumber = double.Parse(Console.ReadLine());

         double sum = firstNumber + secondNumber;

         Console.WriteLine("The sum of {firstNumber} and {secondNumber} is: {sum}");

      }
   }
}
```

2.

```
using System;

namespace Calculator
{
   class Program
   {
      static void Main()
      {
         Console.WriteLine("Enter the first number:");
        double firstNumber = double.Parse(Console.ReadLine());



         Console.WriteLine("Great! Now, enter the second number:");
         double secondNumber = double.Parse(Console.ReadLine());

         // Calculate and display the sum of the two numbers
         double sum = firstNumber + secondNumber;
         Console.WriteLine("Sum: {firstNumber} + {secondNumber} = {sum}");

         // Calculate and display the subtraction of the two numbers
         double subtraction = firstNumber - secondNumber;
         Console.WriteLine($"Subtraction: {firstNumber} - {secondNumber} = {subtraction}");

         // Calculate and display the multiplication of the two numbers
         double multiplication = firstNumber * secondNumber;
         Console.WriteLine($"Multiplication: {firstNumber} * {secondNumber} = {multiplication}");
```

```
        // Check if the second number is not equal to zero before division
        if (secondNumber != 0)
        {
            // Calculate and display the division of the two numbers
            double division = firstNumber / secondNumber;
            Console.WriteLine($"Division: {firstNumber} / {secondNumber} = {division}");
        }
        else
        {
            Console.WriteLine("Division by zero is not allowed.");
        }
    }
  }
}
```

3.

```
using System;

namespace CircleCalculator
{
  class Program
  {
    static void Main()
    {
      Console.WriteLine("Enter the radius of the circle:");
      double radius = double.Parse(Console.ReadLine());
```

```
        // Calculate the area of the circle using the formula: Area = π * radius^2
        double area = Math.PI * radius * radius;

        // Calculate the circumference of the circle using the formula: Circumference = 2 * π * radius
        double circumference = 2 * Math.PI * radius;

        Console.WriteLine("For a circle with radius {radius}:");
        Console.WriteLine("Area = {area:F2}");
        Console.WriteLine("Circumference = {circumference:F2}");

    }
  }
}
```

4.

```
using System;

namespace EvenOddChecker
{
  class Program
  {
    static void Main()
    {
      Console.WriteLine("Enter the number:");
      int number = int.Parse(Console.ReadLine());
```

```
            // Check if the number is even or odd
            if (number % 2 == 0)
            {
                Console.WriteLine("{number} is an even number.");
            }
            else
            {
                Console.WriteLine("{number} is an odd number.");
            }
        }
    }
}
```

5.

```
using System;

namespace EvenOddChecker
{
    class Program
    {
        static void Main()
        {
            Console.WriteLine("You can enter 10 numbers.");

            for (int i = 1; i <= 10; i++)
            {
```

```
            Console.Write("Enter number {i}: ");
            int number = int.Parse(Console.ReadLine());

            if (number % 2 == 0)
            {
                Console.WriteLine("{number} is an even number.");
            }
            else
            {
                Console.WriteLine("{number} is an odd number.");
            }
        }
    }
  }
}
```