Arrays:

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

internal class Array
{
  // Constructor for multi-dimensional array (2D array)
  public Array()
  {
    // Prompt user to enter the size of the row
    Console.WriteLine("Enter the size of row:");
    int n = Convert.ToInt32(Console.ReadLine());

    // Prompt user to enter the size of the column
    Console.WriteLine("Enter the size of column");
    int m = Convert.ToInt32(Console.ReadLine());

    // Declare a 2D array with the specified size
    int[,] a = new int[n, m];

    // Prompt user to enter the elements of the array
    Console.WriteLine("Enter the elements of the array:");
    for (int i = 0; i < n; i++)
    {
      for (int j = 0; j < m; j++)
```

```
        {
            Console.Write($"Element at ({i},{j}): ");
            a[i, j] = Convert.ToInt32(Console.ReadLine());
        }
    }

    // Display the elements of the 2D array
    Console.WriteLine("The elements of two dimensional array are:");
    for (int i = 0; i < n; i++)
    {
        for (int j = 0; j < m; j++)
        {
            Console.Write(a[i, j] + "\t");
        }
        Console.WriteLine();
    }
}

// Method for single-dimensional array (1D array)
public void SingleDimensionalArray()
{
    // Prompt user to enter the size of the array
    Console.WriteLine("Enter the size of array:");
    int n = Convert.ToInt32(Console.ReadLine());

    // Declare a 1D array with the specified size
    int[] a = new int[n];
```

```
        // Prompt user to enter the elements of the array
        Console.WriteLine("Enter the elements of the array:");
        for (int i = 0; i < n; i++)
        {
            a[i] = Convert.ToInt32(Console.ReadLine());
        }

        // Display the elements of the 1D array
        Console.WriteLine("The elements of the array are:");
        for (int i = 0; i < n; i++)
        {
            Console.WriteLine(a[i]);
        }
    }

    // Entry Point (Main method)
    public static void Main(string[] args)
    {
        // Create an instance of the Array class to run the constructor for 2D array
        new Array();

        // Create an instance of the Array class to run the method for 1D array
        Array arrayObj = new Array();
        arrayObj.SingleDimensionalArray();
    }
}
```