using System

public class Program

{

public static void Main()

{

int a = int.Parse(Console.ReadLine());

PositiveNegative(a);

}

public static void PositiveNegative(int x)

{

if(x > 0)

{

Console.WriteLine("The number {0} is positive.", x);

}

else if(x < 0)

{

Console.WriteLine("The number {0} is negative.", x);

}

else

{

Console.WriteLine("The number {0} is zero.", x);

}

}

}

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using System

public class Program

{

public static void Main()

{

double a = double.Parse(Console.ReadLine());

Grades(a);

}

public static void Grades(double grade)

{

if(grade >= 2 && grade < 3)

{

Console.WriteLine("Fail");

}

else if(grade >= 3 && grade < 3.5)

{

Console.WriteLine("Poor");

}

else if(grade >= 3.5 && grade < 4.5)

{

Console.WriteLine("Good");

}

else if(grade >= 4.5 && grade < 5.5)

{

Console.WriteLine("Very good");

}

else if(grade >= 5.5 && grade <= 6.0)

{

Console.WriteLine("Excellent");

}

}

}

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using System;

public class Program

{

public static void Main()

{

string operation = Console.ReadLine();

double num1 = double.Parse(Console.ReadLine());

double num2 = double.Parse(Console.ReadLine());

if(operation == "add")

{

Add(num1, num2);

}

else if(operation == "subtract")

{

Substract(num1, num2);

}

else if(operation == "divide")

{

Devide(num1, num2);

}

else if(operation == "multiply")

{

Multiply(num1, num2);

}

}

public static void Add(double x, double y)

{

double result = x + y;

Console.WriteLine(result);

}

public static void Substract(double x, double y)

{

double result = x - y;

Console.WriteLine(result);

}

public static void Devide(double x, double y)

{

{

double result = x/y;

Console.WriteLine(result);

}

}

public static void Multiply(double x, double y)

{

double result = x\*y;

Console.WriteLine(result);

}

}

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using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Printing\_Triangle

{

class Printing\_Triangle

{

static void Main(string[] args)

{

int n = int.Parse(Console.ReadLine());

PrintTriangle(n);

}

static void PrintLine(int start, int end)

{

for (int i = start; i <= end; i++)

{

Console.Write(i + " ");

}

Console.WriteLine();

}

static void PrintTriangle(int n)

{

for (int line = 1; line <= n; line++)

{

PrintLine(1, line);

}

for (int line = n - 1; line >= 1; line--)

{

PrintLine(1, line);

}

}

}

}

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using System;

public class Program

{

public static void Main()

{

string name = Console.ReadLine();

int quantity = int.Parse(Console.ReadLine());

Total(name, quantity);

}

public static void Total(string name, int quantity)

{

if(name == "coffee")

{

double result = quantity \* 1.50;

Console.WriteLine("{0:F2}",result);

}

if(name == "water")

{

double result = quantity \* 1.00;

Console.WriteLine("{0:F2}",result);

}

if(name == "coke")

{

double result = quantity \* 1.40;

Console.WriteLine("{0:F2}",result);

}

if(name == "snacks")

{

double result = quantity \* 2.00;

Console.WriteLine("{0:F2}",result);

}

}

}

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using System;

public class Program

{

public static void Main()

{

double width = double.Parse(Console.ReadLine());

double height = double.Parse(Console.ReadLine());

double area = Area(width, height);

Console.WriteLine(area);

}

public static double Area(double width, double height)

{

return width \* height;

}

}

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using System;

public class Program

{

public static void Main()

{

string word = Console.ReadLine();

int a = int.Parse(Console.ReadLine());

string result = RepeatString(word, a);

Console.WriteLine(result);

}

public static string RepeatString(string word, int a)

{

string result = "";

for(int i = 1; i <= a; i ++)

{

result = result + word;

}

return result;

}

}

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using System;

public class Program

{

public static void Main()

{

double basse = double.Parse(Console.ReadLine());

double power = double.Parse(Console.ReadLine());

double result = ToPower(basse, power);

Console.WriteLine(result);

}

public static double ToPower(double basse, double power)

{

double result = 0d;

result = Math.Pow(basse, power);

return result;

}

}

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using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace GreaterOfTwoValues

{

class GreaterOfTwoValues

{

static void Main(string[] args)

{

string valueType = Console.ReadLine().ToLower();

if (valueType == "int")

{

int value1 = int.Parse(Console.ReadLine());

int value2 = int.Parse(Console.ReadLine());

int maxInt = getMaxInt(value1, value2);

Console.WriteLine(maxInt);

}

else if (valueType == "char")

{

char ch1 = char.Parse(Console.ReadLine());

char ch2 = char.Parse(Console.ReadLine());

char maxChar = getMaxChar(ch1, ch2);

Console.WriteLine(maxChar);

}

else if (valueType == "string")

{

string str1 = Console.ReadLine();

string str2 = Console.ReadLine();

string maxStr = getMaxStr(str1, str2);

Console.WriteLine(maxStr);

}

}

static int getMaxInt(int value1, int value2)

{

if (value1 > value2)

{

return value1;

}

else

{

return value2;

}

}

static char getMaxChar(char ch1, char ch2)

{

if (ch1 > ch2)

{

return ch1;

}

else

{

return ch2;

}

}

static string getMaxStr(string str1, string str2)

{

if (str1.CompareTo(str2)>=0)

{

return str1;

}

else

{

return str2;

}

}

}

}

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