**//For dll**

using System;

namespace MyLibrary

{

public class SalaryCalculator

{

public double CalculateMonthlySalary(double hourlyRate, double hoursWorked)

{

return hourlyRate \* hoursWorked \* 4; // Assuming 4 weeks in a month

}

}

}

**//For Console application Code**

using System;

using MyLibrary;

namespace SalaryApp

{

class Program

{

static void Main(string[] args)

{

Console.WriteLine("Welcome to the Salary Calculator!");

// Get hourly rate from user

Console.Write("Enter hourly rate: ");

double hourlyRate;

while (!double.TryParse(Console.ReadLine(), out hourlyRate) || hourlyRate <= 0)

{

Console.WriteLine("Please enter a valid hourly rate greater than zero.");

Console.Write("Enter hourly rate: ");

}

// Get hours worked from user

Console.Write("Enter hours worked: ");

double hoursWorked;

while (!double.TryParse(Console.ReadLine(), out hoursWorked) || hoursWorked <= 0)

{

Console.WriteLine("Please enter a valid number of hours worked greater than zero.");

Console.Write("Enter hours worked: ");

}

// Calculate and display monthly salary

SalaryCalculator calculator = new SalaryCalculator();

double monthlySalary = calculator.CalculateMonthlySalary(hourlyRate, hoursWorked);

Console.WriteLine("Monthly salary: $" + monthlySalary);

Console.ReadLine(); // So that the console doesn't close immediately

}

}

}