**CS 131 Exercises**

**C#—A Beginner’s Guide**

**Pat McGee**

ISBN: 978-0-07-183581-7

**CS 131 Exercises - Chapter 2 : Variables, Constants, Arrays, Enums**

**Exercise 1.** Create a C# Console application called Types.

* Declare and initialize one variable of type integer, one of type float and one of type string. Give the integer variable the value 77, the float 22.25, and the string ‘Value 100’. Give the variables names of your choosing, but use names that would give someone examining your code some idea as to what these values are used for.
* Create a fourth variable by casting the float value to integer. Name the variable appropriately.
* Output the values of all four variables using Console.WriteLine, and confirm the values of the variables when you run the program.
* Use the code in Figure 2-1 Data Types and Variables as a guide.

What happens to the number when you cast a double to an integer?

**Exercise 2.** Create a new C# Console project called StringArray.

* Using Example 2-2 as a guide, create a program that declares an array with four string elements.
* Give the elements values of your choosing.
* Sort the array, then output the number of array elements and the sorted element values.