C# Hello world

using System;

namespace guru99

{

    class Program

    {

        static void Main(string[] args)

        {

            Console.Write("Hello World");

            Console.ReadKey();

        }

    }

}

C# Data Types

using System;

namespace guru99

{

    class Program

    {

        static void Main(string[] args)

        {

            Int32 num = 20;

            Console.Write(num);

            Console.ReadKey();

        }

    }

}

C# Data Types

using System;

namespace guru99

{

    class Program

    {

        static void Main(string[] args)

        {

            double num = 20.22;

            Console.Write(num);

            Console.ReadKey();

        }

    }

}

C# Enum

using System;

namespace guru99

{

    class Program

    {

        enum Days { Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday };

        static void Main(string[] args)

        {

            Console.Write(Days.Sunday);

            Console.ReadKey();

        }

    }

}

C# Variables operator

using System;

namespace guru99

{

    class Program

    {

        static void Main(string[] args)

        {

            String message = "The value is ";

            Int32 value = 30;

            Console.Write(message + value);

            Console.ReadKey();

        }

    }

}

C# Variables operator

using System;

namespace guru99

{

    class Program

    {

        static void Main(string[] args)

        {

            Int32 val1 = 20, val2 = 30;

            bool status = true;

            Console.WriteLine(val1 + val2);

            Console.WriteLine(val1 < val2);

            Console.WriteLine(!(status));

            Console.ReadKey();

        }

    }

}

C# Conditional Statements

using System;

namespace guru99

{

    class Program

    {

        static void Main(string[] args)

        {

            Int32 value = 11;

            if (value < 10)

            {

                Console.WriteLine("Value is less than 10");

            }

            else

            {

                Console.WriteLine("Value is greater than 10");

            }

            Console.ReadKey();

        }

    }

}

C# Conditional Statements

using System;

namespace guru99

{

    class Program

    {

        static void Main(string[] args)

        {

            Int32 value = 11;

            switch (value)

            {

                case 1:

                    Console.WriteLine("Value is 1");

                    break;

                case 2:

                    Console.WriteLine("Value is 2");

                    break;

                default:

                    Console.WriteLine("value is different");

                    break;

            }

        }

    }

}

C# Conditional Statements

using System;

namespace guru99

{

    class Program

    {

        static void Main(string[] args)

        {

            Int32 value = 5, i = 0;

            while (i < value)

            {

                Console.WriteLine(i);

                i = i + 1;

            }

            Console.ReadKey();

        }

    }

}

C# Conditional Statements

using System;

namespace guru99

{

    class Program

    {

        static void Main(string[] args)

        {

            for (Int32 i = 0; i < 10; i++)

            {

                Console.WriteLine(i);

            }

            Console.ReadKey();

        }

    }

}

C# Arrays

using System;

namespace guru99

{

    class Program

    {

        static void Main(string[] args)

        {

            Int32[] value;

            value = new Int32[3];

            value[0] = 1;

            value[1] = 2;

            value[2] = 3;

            Console.WriteLine(value[0]);

            Console.WriteLine(value[1]);

            Console.WriteLine(value[2]);

            Console.ReadKey();

        }

    }

}

C# Class and Object

using System;

namespace guru99

{

    class Tutorial

    {

        int TutorialID;

        string TutorialName;

        public void SetTutorial(int pID, string pName)

        {

            TutorialID = pID;

            TutorialName = pName;

        }

        public String GetTutorial()

        {

            return TutorialName;

        }

    }

}

using System;

namespace guru99

{

    class Program

    {

        static void Main(string[] args)

        {

            Tutorial pTutor = new Tutorial();

            pTutor.SetTutorial(1, ".NET");

            Console.WriteLine(pTutor.GetTutorial());

            Console.ReadKey();

        }

    }

}

C# Access Modifiers and Constructor

using System;

namespace guru99

{

    class Tutorial

    {

        public int TutorialID;

        public string TutorialName;

        public Tutorial()

        {

            TutorialID = 0;

            TutorialName = "Default";

        }

        public void SetTutorial(int pID, string pName)

        {

            TutorialID = pID;

            TutorialName = pName;

        }

        public String GetTutorial()

        {

            return TutorialName;

        }

        static void Main(string[] args)

        {

            Tutorial pTutor = new Tutorial();

            Console.WriteLine(pTutor.GetTutorial());

            Console.ReadKey();

        }

    }

}

C# Inheritance and Polymorphism

using System;

namespace guru99

{

    class Tutorial

    {

        protected int TutorialID;

        protected string TutorialName;

        public void SetTutorial(int pID, string pName)

        {

            TutorialID = pID;

            TutorialName = pName;

        }

        public String GetTutorial()

        {

            return TutorialName;

        }

    }

    public class Guru99Tutorial : Tutorial

    {

        public void RenameTutorial(String pNewName)

        {

            TutorialName = pNewName;

        }

        static void Main(string[] args)

        {

            Guru99Tutorial pTutor = new Guru99Tutorial();

            pTutor.RenameTutorial(".Net by Guru99");

            Console.WriteLine(pTutor.GetTutorial());

            Console.ReadKey();

        }

    }

}

C# Inheritance and Polymorphism

using System;

namespace guru99

{

    class Tutorial

    {

        public int TutorialID;

        public string TutorialName;

        public void SetTutorial(int pID, string pName)

        {

            TutorialID = pID;

            TutorialName = pName;

        }

        public void SetTutorial(string pName)

        {

            TutorialName = pName;

        }

        public String GetTutorial()

        {

            return TutorialName;

        }

        static void Main(string[] args)

        {

            Tutorial pTutor = new Tutorial();

            pTutor.SetTutorial(1, "First Tutorial");

            Console.WriteLine(pTutor.GetTutorial());

            pTutor.SetTutorial("Second Tutorial");

            Console.WriteLine(pTutor.GetTutorial());

            Console.ReadKey();

        }

    }

}

C# Abstract classes

using System;

namespace guru99

{

    abstract class Tutorial

    {

        public virtual void Set()

        {

        }

    }

    class Guru99Tutorial : Tutorial

    {

        protected int TutorialID;

        protected string TutorialName;

        public void SetTutorial(int pID, string pName)

        {

            TutorialID = pID;

            TutorialName = pName;

        }

        public String GetTutorial()

        {

            return TutorialName;

        }

        static void Main(string[] args)

        {

            Guru99Tutorial pTutor = new Guru99Tutorial();

            pTutor.SetTutorial(1, ".Net");

            Console.WriteLine(pTutor.GetTutorial());

            Console.ReadKey();

        }

    }

}

C# Interface

using System;

namespace guru99

{

    interface Guru99Interface

    {

        void SetTutorial(int pID, string pName);

        String GetTutorial();

    }

    class Guru99Tutorial : Guru99Interface

    {

        protected int TutorialID;

        protected string TutorialName;

        public void SetTutorial(int pID, string pName)

        {

            TutorialID = pID;

            TutorialName = pName;

        }

        public String GetTutorial()

        {

            return TutorialName;

        }

        static void Main(string[] args)

        {

            Guru99Tutorial pTutor = new Guru99Tutorial();

            pTutor.SetTutorial(1, ".Net by Guru99");

            Console.WriteLine(pTutor.GetTutorial());

            Console.ReadKey();

        }

    }

}

C# ArrayList

using System;

using System.Collections;

namespace guru99

{

    class Program

    {

        static void Main(string[] args)

        {

            ArrayList a1 = new ArrayList();

            a1.Add(1);

            a1.Add("Example");

            a1.Add(true);

            Console.WriteLine(a1[0]);

            Console.WriteLine(a1[1]);

            Console.WriteLine(a1[2]);

            Console.ReadKey();

        }

    }

}

C# ArrayList

using System;

using System.Collections;

namespace guru99

{

    class Program

    {

        static void Main(string[] args)

        {

            ArrayList a1 = new ArrayList();

            a1.Add(1);

            a1.Add("Example");

            a1.Add(true);

            Console.WriteLine(a1.Count);

            Console.WriteLine(a1.Contains(2));

            Console.WriteLine(a1[1]);

            a1.RemoveAt(1);

            Console.WriteLine(a1[1]);

            Console.ReadKey();

        }

    }

}

C# Stack

using System;

using System.Collections;

namespace guru99

{

    class Program

    {

        static void Main(string[] args)

        {

            Stack st = new Stack();

            st.Push(1);

            st.Push(2);

            st.Push(3);

            foreach (Object obj in st)

            {

                Console.WriteLine(obj);

            }

            Console.WriteLine(); Console.WriteLine();

            Console.WriteLine("The number of elements in the stack " + st.Count);

            Console.WriteLine("Does the stack contain the elements 3 " + st.Contains(3));

            Console.ReadKey();

        }

    }

}

C# Stack

using System;

using System.Collections;

namespace guru99

{

    class Program

    {

        static void Main(string[] args)

        {

            Stack st = new Stack();

            st.Push(1);

            st.Push(2);

            st.Push(3);

            st.Pop();

            foreach (Object obj in st)

            {

                Console.WriteLine(obj);

            }

            Console.ReadKey();

        }

    }

}

C# Queue

using System;

using System.Collections;

namespace guru99

{

    class Program

    {

        static void Main(string[] args)

        {

            Queue qt = new Queue();

            qt.Enqueue(1);

            qt.Enqueue(2);

            qt.Enqueue(3);

            foreach (Object obj in qt)

            {

                Console.WriteLine(obj);

            }

            Console.WriteLine(); Console.WriteLine();

            Console.WriteLine("The number of elements in the Queue " + qt.Count);

            Console.WriteLine("Does the Queue contain " + qt.Contains(3));

            Console.ReadKey();

        }

    }

}

C# Queue

using System;

using System.Collections;

namespace guru99

{

    class Program

    {

        static void Main(string[] args)

        {

            Queue qt = new Queue();

            qt.Enqueue(1);

            qt.Enqueue(2);

            qt.Enqueue(3);

            qt.Dequeue();

            foreach (Object obj in qt)

            {

                Console.WriteLine(obj);

            }

            Console.ReadKey();

        }

    }

}

C# Hashtable

using System;

using System.Collections;

namespace guru99

{

    class Program

    {

        static void Main(string[] args)

        {

            Hashtable ht = new Hashtable();

            ht.Add("001", ".Net");

            ht.Add("002", "C#");

            ht.Add("003", "ASP.Net");

            ICollection keys = ht.Keys;

            foreach (String k in keys)

            {

                Console.WriteLine(ht[k]);

            }

            Console.ReadKey();

        }

    }

}

C# Hashtable

using System;

using System.Collections;

namespace guru99

{

    class Program

    {

        static void Main(string[] args)

        {

            Hashtable ht = new Hashtable();

            ht.Add("001", ".Net");

            ht.Add("002", "C#");

            ht.Add("003", "ASP.Net");

            Console.WriteLine(ht.ContainsKey("001"));

            Console.WriteLine(ht.ContainsValue("C#"));

            Console.ReadKey();

        }

    }

}

C# File Operations

using System;

namespace guru99

{

    class Tutorial

    {

        static void Main(string[] args)

        {

            String path = @"D:\Example.txt";

            if (File.Exists(path))

            {

                Console.WriteLine("File Exists");

            }

            Console.ReadKey();

        }

    }

}

C# File Operations

using System;

namespace guru99

{

    class Tutorial

    {

        static void Main(string[] args)

        {

            String path = @"D:\Example.txt";

            String[] lines;

            lines = File.ReadAllLines(path);

            Console.WriteLine(lines[0]);

            Console.WriteLine(lines[1]);

            Console.ReadKey();

        }

    }

}

C# File Operations

using System;

namespace guru99

{

    class Tutorial

    {

        static void Main(string[] args)

        {

            String path = @"D:\Example.txt";

            String lines;

            lines = File.ReadAllText(path);

            Console.WriteLine(lines);

            Console.ReadKey();

        }

    }

}

C# File Operations

using System;

namespace guru99

{

    class Tutorial

    {

        static void Main(string[] args)

        {

            String path = @"D:\Example.txt";

            File.Delete(path);

            Console.ReadKey();

        }

    }

}

C# Serialization

using System;

using System.IO;

namespace guru99

{

    class Tutorial

    {

        static void Main(string[] args)

        {

            String path = @"D:\Example.txt";

            using (StreamReader sr = File.OpenText(path))

            {

                String s = "";

                while ((s = sr.ReadLine()) != null)

                {

                    Console.WriteLine(s);

                }

            }

            Console.ReadKey();

        }

    }

}

C# Serialization

using System;

using System.IO;

namespace guru99

{

    class Tutorial

    {

        static void Main(string[] args)

        {

            String path = @"D:\Example.txt";

            using (StreamWriter sr = File.AppendText(path))

            {

                sr.WriteLine("Guru99 - ASP.Net");

                sr.Close();

                Console.WriteLine(File.ReadAllText(path));

            }

            Console.ReadKey();

        }

    }

}