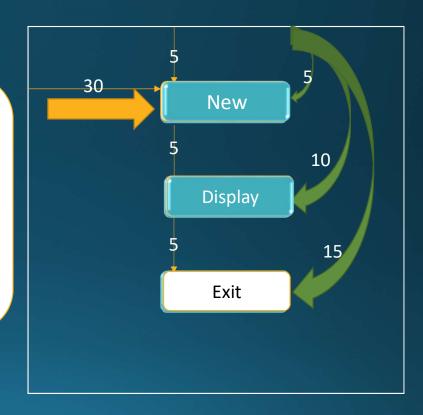
Menu Program

```
String[] Menu = { " New" , "Display " , " Exit " };
...
Console.SetCursorPosition(x, y);
...
Console.Write(Menu[i]);
...
Console.BackgroundColor = ConsoleColor.Blue;
...
ConsoleKeyInfo k= Console.ReadKey();
```



Assignments

• Menu Program

Array (reference type)

- Single dimension array
 - Declare (type, name)

```
int[] arr;
```

- Initialization array
 - Explicitly
 - new key word
 - Statically

```
arr = new int[3];
```

Dynamically

```
arr = new int[size];
```

• Implicitly (must initialize its member)

```
int[] arr = new int[] { 10, 50, 3 };
```

- Array elements
 - Index
 - Default values
 - 0, null, false, '\0'



Array

- Multi dimensional
 - Declare (type, name)

```
int[,] arr; // two dim array
int[,,] arr; // three dim array
```

- Initialization array
 - Explicitly

```
arr = new int[3, 5]; // 3 rows, 5 columns
```

• Implicitly (must initialize its member)

arr

arr [0,0]			
		arr [1,3]	

Array

- Array properties
 - Length -> number of the array element
- Array Methods
 - Static Methods
 - Sort
 - BinarySearch
 - Reverse
 - Normal method
 - GetLength(int dimension)
 - Arrays and strings

```
arr = new int[]{5,7,2};
Array.Sort(arr); // Static Method
```

```
arr = new int[]{5,7,2};
arr. GetLength (int dimension)
// normal Method
```

Array

- Jagged Arrays (Array of Arrays)
 - Declare

```
int [][]arr = new int [2][]; ; // can include two single dim array
int[][,] arr = new int[3][,]; // can include three two-dimensional arrays
```

Initialization array

```
int[][] jArray = new int[2][];
jArray[0] = new int[3] { 1, 2, 3 };
jArray[1] = new int[4] { 4, 5, 6, 7 };
```

Assignments

- Get integers from user and calculate max, min ,average ,sum using array
- Get the degree of 4 student with 5 subject get the sum of marks for each student