

- **Standard Input & Output:**

- Using Namespace
  - System

- Format Specifiers

Character	Description	Examples	Output
C or c	Currency	Console.Write("{0:C}", 2.5); Console.Write("{0:C}", -2.5);	\$2.50 (\$2.50)
D or d	Decimal	Console.Write("{0:D5}", 25);	00025
E or e	Scientific	Console.Write("{0:E}", 250000);	2.500000E+005
F or f	Fixed-point	Console.Write("{0:F2}", 25); Console.Write("{0:F0}", 25);	25.00 25
G or g	General	Console.Write("{0:G}", 2.5);	2.5
N or n	Number	Console.Write("{0:N}", 2500000);	2,500,000.00
X or x	Hexadecimal	Console.Write("{0:X}", 250); Console.Write("{0:X}", 0xffff);	FA FFFF

- **ASCII:**

- What is ASCII?
  - Stands for American Standard Code for Information Interchange.
  - Used to give a numeric representation for each character on the keyboard, and also some other.

- **Casting:**

- **Int.Parse("4");**
- **char c = (char)x; // you can cast without explicate casting**

- **Assignments in Lab:**

Some simple assignments to cover the following:

- A program to display Hello World.
- A program to take a character from the user, and then display its ASCII code.
- Same program but vice versa.
- Program to take an integer (decimal) and display its hexadecimal equivalent.
- A program to take two numbers and print the sum, subtraction, multiplication.