//header file in .net we call this as namespace

using System;

namespace BasicsEg

{

class HelloWorldEg

{

static void Main()

{

//to print in console window

Console.Write("Hello World");

//To print

Console.WriteLine("Hello World");

Console.WriteLine("-----------------------");

//print your Name

string myname = "Monisha " ,FatherName="Raj";

Console.WriteLine(myname);

//Concatenation

//printf("Myname:%c",myname)

Console.WriteLine("Concatenation");

Console.WriteLine("MyName:"+myname);

Console.WriteLine("---------------------");

//Place holder

Console.WriteLine("Placeholder");

Console.WriteLine("MyName:{0}", myname);

Console.WriteLine("MyName:{0} ||Fathername:{1}", myname,FatherName);

Console.WriteLine("MyName:{1} {0}", myname, FatherName);

//to read from console window

Console.Read();

}

}

}

using System;

namespace BasicsEg

{

class AdditionEg

{

static void Main()

{

int num1 = 30, num2 = 40, result;

//dont declare multiple variable with same name and same data type

/\* int num3 = 20;

int num3 = 40;\*/

//Addition

result = num1 + num2;

Console.WriteLine("Addition :{0}",result);

//subtraction

result = num1 - num2;

Console.WriteLine("Subtraction :{0}", result);

Console.ReadKey();

}

}

}

using System;

namespace BasicsEg

{

//scope of variable ,multiple methods in a class with return type

class CalculaterEg

{

//global

float num1 = 80, num2 = 25, result;

//method without return type

void Add()

{

//local to the method

// float num1 = 80, num2 = 25,result;

//new space is created for result

result = num1 + num2;

Console.WriteLine("Addition is :{0}", result);

//efficent

Console.WriteLine("Addition is :{0}", (num1 + num2));

}

//Method with return type

float Sub()

{

return (num1-num2);

}

static void Main()

{

//object creation

//classname object = new classname()

//function+f9 key to set break point

CalculaterEg objcalci = new CalculaterEg();

objcalci.Add();

float res= objcalci.Sub();

Console.WriteLine("sub:{0}",res );

//optimized

Console.WriteLine("Sub:{0}", objcalci.Sub());

Console.ReadKey();

}

}

}

using System;

namespace BasicsEg

{

class InputFromUserEg

{

static void Main()

{

string name, city;

int age;

Console.WriteLine("Enter your name");

name = Console.ReadLine(); // Console.Read(); //input from user

Console.WriteLine("Enter your city");

city = Console.ReadLine();

Console.WriteLine("Enter your age");

//converting string to int

age =Convert.ToInt32( Console.ReadLine());

Console.WriteLine("----------------------");

Console.WriteLine("Name:{0} || City:{1}||age:{2}",name,city,age);

Console.Read();

}

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace LoopandConditionalStatementEg

{

class IfEg

{

//greatest of three numbers

static void Main()

{

int num1 = 50, num2 = 40, num3 = 70;

if(num1>num2 && num1>num3)

{

Console.WriteLine("Num1 is greater:{0}",num1);

}

else if(num2>num1 && num2>num3)

{

Console.WriteLine("Num2 is greater:{0}", num2);

}

else

{

Console.WriteLine("Num3 is greater:{0}", num3);

}

Console.Read();

}

}

}