- 1. Choose a context. Think about an object and based on that define a class consists of attributes and methods. You must take three attributes in the class and four methods. Also, define default and parameterized constructor. Then from the main method, which must be in different class (i,e. Program.cs), create two objects and call all the methods. Output must be shown in the console.
- 2. Define a class called "SemesterDetails" consists of attributes, semesterNumber and GPA. Inside the class defines two separate methods, one is called GPACalculator and another is ListOfSubjects. GPACalculator method will calculate the gpa of a student in the current semester. And ListOfSubjects method will show list of subjects, which are taken by a student in that semester. Besides, define another method called showInfo, where you must print the semesterNumber and GPA.

In the main method, create object and call all the methods and show the output.

[Hint: as number of subject and type will differ from student to student, so using **params** keyword is must.]

3. Write a program consists of a class named "SwappingValues". Inside a class defines a method called SwapValues which will take two arguments. Now, in the method, implement your own logic to swap values. Remember the changes will be made in the method must be received in entire code. Now from the main method call the method and show the output.