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3.

1)

namespace day05Q3

{

internal class CalculateValues

{

public double calAddition(double num1, double num2)

{

return num1 + num2;

}

public double calSubstraction(double num1, double num2)

{

return num1 - num2;

}

public double calMultiplication(double num1, double num2)

{

return (num1 \* num2);

}

public double calDivision(double num1, double num2)

{

return (num1 / num2);

}

}

}

2)

namespace lab05Q3

{

internal class Program

{

static void Main(string[] args)

{

Console.WriteLine("Enter 1 for Addition");

Console.WriteLine("Enter 2 for Substraction");

Console.WriteLine("Enter 3 For Multiplication");

Console.WriteLine("Enter 4 for Division");

Console.WriteLine();

Console.Write("Enter Your Choice : ");

int choice = Convert.ToInt32(Console.ReadLine());

Console.WriteLine();

Console.Write("Enter Number 1: ");

double num1 = Convert.ToDouble(Console.ReadLine());

Console.Write("Enter Number 2: ");

double num2 = Convert.ToDouble(Console.ReadLine());

Console.WriteLine();

CalculateValues calculateValues = new CalculateValues();

double ans;

if (choice == 1)

{

ans = calculateValues.calAddition(num1, num2);

Console.WriteLine("Your Answer is : {0}", ans);

}

else if (choice == 2)

{

ans = calculateValues.calSubstraction(num1, num2);

Console.WriteLine("Your Answer is : {0}", ans);

}

else if (choice == 3)

{

ans = calculateValues.calMultiplication(num1, num2);

Console.WriteLine("Your Answer is : {0}", ans);

}

else if (choice == 4)

{

ans = calculateValues.calDivision(num1, num2);

Console.WriteLine("Your Answer is : {0}", ans);

}

else

{

Console.WriteLine("Error");

}

Console.ReadLine();

}

}

}

4.

1)

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace lab05Q4

{

internal class ClassFiles

{

public void sayHello()

{

Console.WriteLine("Hello World!");

}

}

}

2)

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace lab05Q4

{

internal class Program

{

static void Main(string[] args)

{

ClassFiles objsayHello = new ClassFiles();

objsayHello.sayHello();

}

}

}

5.

namespace MinMaxAvgRevArray

{

internal class Program

{

static void Main(string[] args)

{

int[] array = new int[10];

int sum = 0;

Console.WriteLine("Enter 10 numbers:");

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

{

array[i] = int.Parse(Console.ReadLine());

sum = sum + array[i];

}

int max = array[0];

int min = array[0];

for (int j = 0; j < 10; j++)

{

if (array[j] > max)

{

max = array[j];

}

if (array[j] < min)

{

min = array[j];

}

}

int[] arryreverse = new int[10];

int a = 0;

for (int l = 9; l >= 0; l--)

{

arryreverse[a] = array[l];

a++;

}

Console.WriteLine($"Minimum Value:" + min);

Console.WriteLine("Maximum Value:" + max);

int avg = sum / 10;

Console.WriteLine("Average:" + avg);

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

{

Console.WriteLine(arryreverse[i]);

}

Console.ReadLine();

}

}

}