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1)

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp4.cs

{

internal class Program

{

static void Main(string[] args)

{

Console.WriteLine("Enter the first number:");

int num1 = int.Parse(Console.ReadLine());

Console.WriteLine("Enter the second number:");

int num2 = int.Parse(Console.ReadLine());

int sum = num1 + num2;

Console.WriteLine("The sum of the two numbers is {0}", sum);

Console.WriteLine("press anything to continue:");

Console.ReadKey();

}

}

}

2)

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace tute\_2\_q2.cs

{

internal class Program

{

static void Main(string[] args)

{

double num1, num2;

double sum, sub, mult, div;

Console.Write("Enter first number: ");

num1 = double.Parse(Console.ReadLine());

Console.Write("Enter second number: ");

num2 = double.Parse(Console.ReadLine());

sum = num1 + num2;

sub = num1 - num2;

mult = num1 \* num2;

div = num1 / num2;

Console.WriteLine("The sum of the numbers is: {0}", sum);

Console.WriteLine("The difference of the numbers is: {0}", sub);

Console.WriteLine("The product of the numbers is: {0}", mult);

Console.WriteLine("The quotient of the numbers is: {0}", div);

Console.ReadKey();

}

}

}

3)

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace tute\_2\_q3.cs

{

internal class Program

{

static void Main(string[] args)

{

double radius;

double area, circumference;

Console.Write("input the radius of the circle: ");

radius = double.Parse(Console.ReadLine());

area = Math.PI \* radius \* radius;

circumference = 2 \* Math.PI \* radius;

Console.WriteLine("The area of the circle is: {0}", area);

Console.WriteLine("The circumference of the circle is: {0}", circumference);

Console.ReadKey();

}

}

}

4)

using System;

using System.Collections.Generic;

using System.IO.Pipes;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace tute\_2\_q4.cs

{

internal class Program

{

static void Main(string[] args)

{

double div=0;

double num;

Console.WriteLine("enter a number: ");

num = double.Parse(Console.ReadLine());

div = num % 2;

if (div==0)

{

Console.WriteLine("number is even");

}

else

{

Console.WriteLine("number is odd");

}

}

}

}

5)

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace tute2\_q5.cs

{

internal class Program

{

static void Main(string[] args)

{

int c;

for (c = 0; c < 10; c++)

{

double div = 0;

double num;

Console.WriteLine("enter a number: ");

num = double.Parse(Console.ReadLine());

div = num % 2;

if (div == 0)

{

Console.WriteLine("number is even");

}

else

{

Console.WriteLine("number is odd");

}

}

}

}

}