Question 02

1)Create a C# Console application to find the area and the circumference of a circle.

A screenshot of a computer

Description automatically generated

using System;

class Circle

{

static void Main()

{

Console.WriteLine("Enter the radius of the circle:");

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

double area = CalculateArea(radius);

double circumference = CalculateCircumference(radius);

Console.WriteLine("Area of the circle: " + area);

Console.WriteLine("Circumference of the circle: " + circumference);

Console.ReadLine();

}

static double CalculateArea(double radius)

{

return Math.PI \* radius \* radius;

}

static double CalculateCircumference(double radius)

{

return 2 \* Math.PI \* radius;

}

}

2)User should insert the radius value to the program. Program should contain a separate

class call “FindValues” inside the separate class add two methods call findArea and

findCircumference Both these methods are methods which takes parameters. As the

parameter you should pass the radius value. By using above two methods find the area

and circumference of the circle and return the answer from both methods. Create a class

object in main class and call both methods and display the answers.

Main program

using System;

class Program

{

static void Main()

{

Console.WriteLine("Enter the radius of the circle:");

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

FindValues values = new FindValues();

double area = values.FindArea(radius);

double circumference = values.FindCircumference(radius);

Console.WriteLine("Area of the circle: " + area);

Console.WriteLine("Circumference of the circle: " + circumference);

Console.ReadLine();

}

}

class FindValues

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp3

{

internal class FindValues

{

public double FindArea(double radius)

{

return Math.PI \* radius \* radius;

}

public double FindCircumference(double radius)

{

return 2 \* Math.PI \* radius;

}

}

}

