using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace IO\_Demo

{

class Program

{

static void Main(string[] args)

{

string name, phrase, userInput;

int asciiValue, number;

//Read a single word string

Console.Write("Enter your name: ");

name = Console.ReadLine();

//Two ways to print your name

Console.WriteLine("Hello " + name);

Console.WriteLine("Hello {0}", name);

//Reading a string with whitespace

Console.Write("Enter your favorite phrase: ");

phrase = Console.ReadLine();

Console.WriteLine(phrase);

//Demonstrate Read()

Console.Write("Enter your favorite character: ");

asciiValue = Console.Read();

//Two ways to print your name

Console.WriteLine("ASCII value = " + asciiValue);

Console.WriteLine("ASCII value = {0}", asciiValue);

}

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace NumberRead

{

class Program

{

static void Main(string[] args)

{

string userInput;

int intValue, number;

double doubleValue;

Console.Write("Enter an integer: ");

userInput = Console.ReadLine();

intValue = Convert.ToInt32(userInput);

number = 2 \* intValue;

Console.WriteLine(intValue);

Console.WriteLine("number = {0}", number);

Console.Write("Enter an double value: ");

userInput = Console.ReadLine();

doubleValue = Convert.ToDouble(userInput);

Console.WriteLine(doubleValue);

}

}

}