Lab Tasks

(Must maintain the rules for identifiers and naming conventions)

1) Create a C# console application. Within the Main() method in this application, create variables of the correct data type for the information related to a student.

Student Information

First Name	Last Name	Birthdate	Address Line 1	Address Line 2	City	State/Province	Zip/Postal	Country

Once you have the variables created, use assignment statements to assign values to one set of student variables and use the Console.WriteLine() method to output the values to the console window.

2) Modify Problem no 1 to use Console.ReadLine() method for accepting input from a user of your application. Using Console.ReadLine(), prompt a user for information about a student. One prompt for each student variable you created earlier. Use the appropriate code to assign the values from the user to the variables for the student.

3) Create a struct to represent a students. Student information is stated in problem 1. You must take input from the user and print the information about the student.

4) White a program in C# to create functions to find the area of the circle, area of a rectangular and area of a triangle. You must take input from the user. (Use appropriate type casting, constant value where applicable)

5) Create the pattern of a chess board that is 8 x 8. Use X and O to represent the squares. Create the appropriate nested looping structure to output the characters in an 8 x 8 grid on the screen using Console.Write() or Console.WriteLine() as appropriate.
Include a decision structure to ensure that alternate rows start with opposite characters as a real chess board alternates the colors among rows.
This is what your output should look like

XOXOXOXO
OXOXOXOX
XOXOXOXO
OXOXOXOX
XOXOXOXO
OXOXOXOX
XOXOXOXO
OXOXOXOX