\* First Practical Assignment of C# \*

1=>

using System;

namespace Omkar

{

class Program

{

static void Main(string[] args)

{

int a , b;

Console.WriteLine("Enter two numbers=");

a = Int32.Parse(Console.ReadLine());

b = Int32.Parse(Console.ReadLine());

Console.WriteLine("Addition=" + (a + b));

Console.WriteLine("Subtraction=" + (a - b));

Console.WriteLine("Multition=" + (a \* b));

Console.WriteLine("Division=" + (a / b));

Console.ReadLine();

}

}

}

2=>

using System;

namespace Average

{

class Program

{

static void Main(string[] args)

{

int a, b, c, avg;

Console.WriteLine("Enter three numbers=");

a = Int32.Parse(Console.ReadLine());

b = Int32.Parse(Console.ReadLine());

c = Int32.Parse(Console.ReadLine());

avg = (a + b + c) / 3;

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

Console.ReadLine();

}

}

}

3=>

using System;

namespace Circum

{

class Program

{

static void Main(string[] args)

{

float r;

Console.WriteLine("Enter radius=");

r = float.Parse(Console.ReadLine());

Console.WriteLine("Circumference=" + (2\*3.1\*r));

Console.ReadLine();

}

}

}

4=>

namespace Acircle

{

class Program

{

static void Main(string[] args)

{

float r;

Console.WriteLine("Enter radius=");

r = float.Parse(Console.ReadLine());

Console.WriteLine("Area=" + (3.14 \* r \* r));

Console.ReadLine();

}

}

}

5=>

using System;

namespace Atriangle

{

class Program

{

static void Main(string[] args)

{

float b, h;

Console.WriteLine("Enter Base=");

b = float.Parse(Console.ReadLine());

Console.WriteLine("Enter Height=");

h = float.Parse(Console.ReadLine());

Console.WriteLine("Area of Triangle="+(0.5\*b\*h));

Console.ReadLine();

}

}

}

6=>

using System;

namespace Asquare

{

class Program

{

static void Main(string[] args)

{

float l;

Console.WriteLine("Enter Length=");

l = float.Parse(Console.ReadLine());

Console.WriteLine("Area of Square is=" +(l \* l));

Console.ReadLine();

}

}

}

7=>

using System;

namespace teropr

{

class Program

{

static void Main(string[] args)

{

int a, b;

Console.WriteLine("Enter two numbers=");

a = Convert.ToInt32(Console.ReadLine());

b = Int32.Parse(Console.ReadLine());

if(a>b)

{

Console.WriteLine(a + " is MAX");

}

else if(a<b)

{

Console.WriteLine(b + " is MIN");

}

else

{

Console.WriteLine(a + " and " + b + " is Same");

}

Console.ReadLine();

}

}

}

8=>

using System;

namespace Posneg

{

class Program

{

static void Main(string[] args)

{

int n;

Console.WriteLine("Enter any Number=");

n= Int32.Parse(Console.ReadLine());

if(n>0)

{

Console.WriteLine(n + " is Positive Number");

}

else

{

Console.WriteLine(n + " is Negative Number");

}

#Leap Year

int y;

Console.WriteLine("Enter any Year=");

y = Int32.Parse(Console.ReadLine());

if (y % 4 == 0)

{

Console.WriteLine("Given Year " + y + " is Leap Year");

}

else

{

Console.WriteLine("Given Year " + y + " is NOT Leap Year");

}

Console.ReadLine();

Console.ReadLine();

}

}

}

9=>

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace MenuDriven

{

class Program

{

static void Main(string[] args)

{

int ch, a, b;

Console.WriteLine("Press 1:Addition\n2:Subtraction\n3:Multiplication\n4:Division\n5:Exit\n");

Console.WriteLine("Enter Your Choice=");

ch = Int32.Parse(Console.ReadLine());

Console.WriteLine("Enter two Numbers=");

a = Int32.Parse(Console.ReadLine());

b = Int32.Parse(Console.ReadLine());

switch (ch)

{

case 1:

Console.WriteLine("Add=" + (a + b));

break;

case 2:

Console.WriteLine("Sub="+(a - b));

break;

case 3:

Console.WriteLine("Mul="+(a \* b));

break;

case 4:

Console.WriteLine("Div="+(a / b));

break;

case 5:

Console.WriteLine("Wrong Choice");

break;

}

Console.ReadLine();

}

}

}

10=>

using System;

namespace Areaswitch

{

class Program

{

static void Main(string[] args)

{

int ch, r, s, l, w;

Console.WriteLine("Press1:Circle\n2:Square\n3:Rectangle\n5:Exit\n");

Console.WriteLine("Enter Your Choice=");

ch = Int32.Parse(Console.ReadLine());

switch (ch)

{

case 1:

Console.WriteLine("Enter Radius");

r = Int32.Parse(Console.ReadLine());

Console.WriteLine("Area of Circle=" + (3.14\*(r\*r)));

break;

case 2:

Console.WriteLine("Enter Side");

s = Int32.Parse(Console.ReadLine());

Console.WriteLine("Area of square=" + (s\*s));

break;

case 3:

Console.WriteLine("Enter Length and width=");

l = Int32.Parse(Console.ReadLine());

w = Int32.Parse(Console.ReadLine());

Console.WriteLine("Area of rectangle=" + (l\*w));

break;

case 4:

Console.WriteLine("Wrong Choice..");

break;

}

Console.ReadLine();

}

}

}

11=>

using System;

namespace Bill

{

class Program

{

static void Main(string[] args)

{

int unit,bill=0;

Console.WriteLine("Enter unit=");

unit = Convert.ToInt32(Console.ReadLine());

if (unit <= 100)

bill = 3 \* unit;

else if (unit > 100 && unit <= 200)

bill = (unit - 100) \* 5 + 300;

else if (unit > 200 && unit <= 300)

bill = (unit - 200) \* 8 + 800;

else

bill = (unit - 300) \* 10 + 1600;

Console.WriteLine("Bill=" + bill);

Console.ReadLine();

}

}

}

12=>

using System;

namespace libraryfine

{

class Program

{

static void Main(string[] args)

{

int day, fine = 0;

Console.WriteLine("Enter Days=");

day = Convert.ToInt32(Console.ReadLine());

if (day <= 7)

fine = day;

else if (day > 7 && day <= 15)

fine = (day - 7) \* 2 + 7;

else if (day > 15 && day <= 21)

fine = (day - 15) \* 3 + 21;

else

fine = (day - 21) \* 5 + 42;

Console.WriteLine("fine=" + fine);

Console.ReadLine();

}

}

}

13=>

14=>

15=>

6=>

6=>

6=>

22=>

using System;

namespace Evensum20

{

class Program

{

static void Main(string[] args)

{

int sum = 0,i;

for(i=0;i<=20;i++)

{

if(i%2==0)

sum = sum + i;

}

Console.WriteLine**("Addition of first 20 Even no=" + sum);**

Console.ReadLine();

}

}

}

21=>

using System;

namespace Oddsum20

{

class Program

{

static void Main(string[] args)

{

int sum = 0, i;

for (i = 0; i <= 20; i++)

{

if (i % 2 == 1)

sum = sum + i;

}

Console.WriteLine("Addition of first 20 odd no=" + sum);

Console.ReadLine();

}

}

}

23=>

using System;

namespace Grade

{

class Program

{

static void Main(string[] args)

{

float per;

Console.WriteLine("Enter pers=");

per = Convert.ToInt32(Console.ReadLine());

if (per >= 80)

Console.WriteLine("Distinction");

else if (per <80 && per>70)

Console.WriteLine("First Class");

else if (per > 50 && per <= 70)

Console.WriteLine("Second Class");

else if (per > 35 && per<=50)

Console.WriteLine("Third Class");

else

Console.WriteLine(" Fail");

Console.ReadLine();

}

}

}

24=>

#sumit deshmukh

using System;

namespace FloyedTri

{

class Program

{

static void Main(string[] args)

{

int i;

String j="";

for(i=1;i<=5;i++)

{

if (i % 2 == 0)

j = "0" + j;

else

j = "1" + j ;

Console.WriteLine(j);

}

}

}

}

ANOTER WAY

using System;

namespace FloyedTri

{

class Program

{

static void Main(string[] args)

{

int i,k;

String j = "";

for (i = 1; i <= 5; i++)

{

for (k = 1; k <= 1; k++)

{

if (i % 2 == 0)

j = "0" + j;

else

j = "1" + j;

Console.WriteLine(j);

}

}

}

}

}

#digya bhai & Sumit dada

using System;

namespace FloyedTri

{

class Program

{

static void Main(string[] args)

{

int i,k,p=90;

for (i = 1; i <= 5; i++)

{

if (i % 2 == 1) p = 1;

else p = 0;

for (k = 1; k <= i; k++)

{

Console.Write(p);

if (p == 1) p = 0;

else p = 1;

}

Console.WriteLine();

}

}

}

}

25=>

26=>

27=>

28=>

29=>

30=>

22=>