LAB 4 :

Task 1:

CODE:

```
using System;

class pro
{

        private int salary =+200000;
        public int salaryac
        {
            get { return salary; }
            set { salary = value; }

        }

    }

    class Program
    {
        static void Main(string[] args)
        {
            int a;
            pro pr = new pro();
            pr.salaryac = 24235;
            a = pr.salaryac / 100*8;

            Console.WriteLine(a);
            Console.ReadKey();



        }
        }
```

Task 2:

CODE:

```
using System;

    class factorial

    {
          static double fac()
        {

            int i, num, fact = 1;

            Console.WriteLine("Enter Any Number: ");

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

            for (i = num; i >= 1; i--)
            {
                fact = fact * i;
            }

            Console.WriteLine("\nFactorial of given Number is : " + fact);


        }

         public int faca
         {
             get { return fac; }

         }
    }

    class Program

    {

        static void Main(string[] args)

        {
            int a;
            factorial f=new factorial();
            a = f.faca;
            Console.WriteLine(a);
           Console.ReadKey();

        }

    }
```

Task 3:

CODE:

```
using System;
namespace Lab4
{
    class car
    {
        private string car_name;
        private int car_paint;
        private double car_model;


        public car()
        {
            name = car_name;
            paint = car_paint;
            model = car_model;
        }

        public string name
        {
            get { return car_name; }
            set { car_name = value; }

        }
        public double model
        {
            get { return car_model; }
            set { car_model = value; }

        }
        public Int32 paint
        {
            get { return car_paint; }
            set { car_paint = value; }

        }



        public void display()
        {
            Console.WriteLine("CAR Name : " + name);
            Console.WriteLine("CAR model: " + model);
            Console.WriteLine("PAINT  : " + paint);

        }

        class program
        {

            static void Main(string[] args)
            {
```

```
                car c = new car();

                Console.WriteLine("Enter car name: ");

                c.name = Console.ReadLine();

                Console.WriteLine("Enter car model: ");

                c.model = Convert.ToDouble(Console.ReadLine());

                Console.WriteLine("Enter car paint: ");

                c.paint = Convert.ToInt32(Console.ReadLine());

                c.display();
                Console.WriteLine(" ");

            }
        }
    }
}
```

Task 4:

CODE:

```
using System;

class Rectangle
{
private double field_length = 1;
private double field_width = 1;

public Rectangle(double Length, double Width)
{
    length = Length;
    width = Width;
}

public double length
{
    get { return field_length; }
    set { if((length>=0)&&(length<=20))
        field_length = value; }
```

```
}

public double width
{
    get { return field_width; }
    set { if((width>=0)&&(width<=20))
        field_width = value; }
}

public double Perimeter
{
    get { return 2 * field_width + 2 * field_length; ;}
    set { Perimeter = 2 * field_width + 2 * field_length; }
}

public double Area
{
    get { return field_length * field_width; }
    set { Area = field_width * field_length; }
}
}


class Program
{
    static void Main(string[] args)
    {

        Rectangle rect1 = new Rectangle(5, 6);
        Console.WriteLine(rect1.length);
        Console.WriteLine(rect1.width);
        Console.WriteLine(rect1.Perimeter);
        Console.WriteLine(rect1.Area);

        Console.ReadLine();
    }
}
using System;

class Rectangle
{
private double field_length = 1;
private double field_width = 1;

public Rectangle(double Length, double Width)
{
    length = Length;
    width = Width;
}

public double length
{
    get { return field_length; }
    set { if((length>=0)&&(length<=20))
        field_length = value; }
}

public double width
```

```
{
    get { return field_width; }
    set { if((width>=0)&&(width<=20))
        field_width = value; }
}

public double Perimeter
{
    get { return 2 * field_width + 2 * field_length; ;}
    set { Perimeter = 2 * field_width + 2 * field_length; }
}

public double Area
{
    get { return field_length * field_width; }
    set { Area = field_width * field_length; }
}
}


class Program
{
    static void Main(string[] args)
    {

        Rectangle rect1 = new Rectangle(5, 6);
        Console.WriteLine(rect1.length);
        Console.WriteLine(rect1.width);
        Console.WriteLine(rect1.Perimeter);
        Console.WriteLine(rect1.Area);

        Console.ReadLine();
    }
}
```