# Homework: Introduction to Programming

This document defines homework assignments from the [“C# Basics“ Course @ Software University](http://softuni.bg/courses/csharp-basics/). Please submit as homework a single zip / rar / 7z archive holding the solutions (source code only) of all below described problems.

## Declare Variables

Declare five variables choosing for each of them the most appropriate of the types byte, sbyte, short, ushort, int, uint, long, ulong to represent the following values: 52130, -115, 4825932, 97, -10000. Choose a large enough type for each number to ensure it will fit in it. Try to compile the code. Submit the source code of your Visual Studio project as part of your homework submission.

## Float or Double?

Which of the following values can be assigned to a variable of type float and which to a variable of type double: 34.567839023, 12.345, 8923.1234857, 3456.091? Write a program to assign the numbers in variables and print them to ensure no precision is lost.

## Variable in Hexadecimal Format

Declare an integer variable and assign it with the value 254 in hexadecimal format (0x##). Use Windows Calculator to find its hexadecimal representation. Print the variable and ensure that the result is “254”.

## Unicode Value

Declare a character variable and assign it with the symbol that has Unicode code 72, and then print it. Hint: first, use the Windows Calculator to find the hexadecimal representation of 72. The output should be “H”.

## Boolean Variable

Declare a Boolean variable called isFemale and assign an appropriate value corresponding to your gender. Print it on the console.

## Strings and Objects

Declare two **string variables** and assign them with “Hello” and “World”. Declare an **object variable** and assign it with the **concatenation** of the first two variables (mind adding an interval between). Declare a third string variable and initialize it with the value of the object variable (you should perform type **casting**).

## Quotes in Strings

Declare two string variables and assign them with following value:

|  |
| --- |
| The "use" of quotations causes difficulties. |

Do the above in two different ways: with and without using **quoted strings**. Print the variables to ensure that their value was correctly defined.

## Isosceles Triangle

Write a program that prints an isosceles triangle of 9 copyright symbols ©, something like this:

|  |
| --- |
| ©  © ©  © ©  © © © © |

Note that the © symbol may be displayed incorrectly at the console so you may need to change the console character encoding to UTF-8 and assign a Unicode-friendly font in the console. Note also, that under old versions of Windows the © symbol may still be displayed incorrectly, regardless of how much effort you put to fix it.

## Exchange Variable Values

Declare two integer variables a and b and assign them with 5 and 10 and after that exchange their values. Print the variable values before and after the exchange.

## Employee Data

A marketing company wants to keep record of its employees. Each record would have the following characteristics:

* First name
* Last name
* Age (0...100)
* Gender (m or f)
* Personal ID number (e.g. 8306112507)
* Unique employee number (27560000…27569999)

Declare the variables needed to keep the information for a single employee using appropriate primitive data types. Use descriptive names. Print the data at the console.

## Bank Account Data

A bank account has a holder name (first name, middle name and last name), available amount of money (balance), bank name, IBAN, 3 credit card numbers associated with the account. Declare the variables needed to keep the information for a single bank account using the appropriate data types and descriptive names.

## Null Values Arithmetic

Create a program that assigns null values to an integer and to a double variable. Try to print these variables at the console. Try to add some number or the null literal to these variables and print the result.

## \* Comparing Floats

Write a program that **safely compares floating-point numbers** (double) with precision eps = 0.000001. Note that we cannot directly compare two floating-point numbers a and b by a==b because of the nature of the floating-point arithmetic. Therefore, we assume two numbers are equal if they are more closely to each other than a fixed constant eps. Examples:

|  |  |  |  |
| --- | --- | --- | --- |
| **Number a** | **Number b** | **Equal (with precision eps=0.000001)** | **Explanation** |
| 5.3 | 6.01 | false | The difference of 0.71 is too big (> eps) |
| 5.00000001 | 5.00000003 | true | The difference 0.00000002 < eps |
| 5.00000005 | 5.00000001 | true | The difference 0.00000004 < eps |
| -0.0000007 | 0.00000007 | true | The difference 0.00000077 < eps |
| -4.999999 | -4.999998 | false | Border case. The difference 0.000001 == eps. We consider the numbers are different. |
| 4.999999 | 4.999998 | false | Border case. The difference 0.000001 == eps. We consider the numbers are different. |

## \* Print the ASCII Table

Find online more information about **ASCII** (American Standard Code for Information Interchange) and write a program to prints the entire ASCII table of characters at the console (characters from 0 to 255). Note that some characters have a special purpose and will not be displayed as expected. You may skip them or display them differently. You may need to use for-loops (learn in Internet how).