

Lab 2 – Variables and Constants

Instructions: Complete each problem. If you're struggling with a problem, feel free to ask questions on the class forum.

This lab is optional, but it gives you valuable programming experience. You should definitely complete the lab if you can.

Problem 1 – Declaring and Using Variables

Create a new C# Console Project named Lab2.

MonoDevelop Users

Read the "Creating a New Console Application" document on the MonoDevelop Resources course page to learn how to do this.

In the `Main` method, do the following:

Declare a variable named `age` of type `int`.

Store your age in this variable.

Print the value of the variable to the user.

Problem 2 – Declaring and Using Constants and Variables

In the `Main` method, add the following:

Declare a constant named `MAX_SCORE` of type `int` and assign it a value of 100.

Declare a variable named `score` of type `int` and assign it a value between 0 and 100.

Declare a variable named `percent` of type `float` and store the percentage calculated by dividing `score` by `MAX_SCORE`. Remember how integer division works in C# and use type casting as appropriate.

Print the percentage to the user.