1] Ex\_1\_Welcome.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace MVCConApp

{

internal class Ex\_1\_Welcome

{

static void Main(string[] args)

{

Console.WriteLine("Enter Your Name ");

string UserName = Console.ReadLine();

Console.WriteLine("Enter Your Age ");

int age = int.Parse(Console.ReadLine());

Console.WriteLine("Hello " + UserName + ",How are You?" + " Age is " + age.ToString());

}

}

}

2] Ex\_2\_Operators.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace MVCConApp

{

internal class Ex\_2\_Operators

{

static void Main(string[] args)

{

Console.WriteLine("Enter Num 1 ");

float n1 = float.Parse(Console.ReadLine());

Console.WriteLine("Enter Num 2 ");

float n2 = float.Parse(Console.ReadLine());

Console.WriteLine("Menu: 1. Add 2. Sub 3. Mul 4. Div");

Console.WriteLine("Enter Your Choice");

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

switch (c)

{

case 1:

Console.WriteLine("Ans add is" + (n1 + n2));

break;

case 2:

Console.WriteLine("Ans sub is" + (n1 - n2));

break;

case 3:

Console.WriteLine("Ans mul is" + (n1 \* n2));

break;

case 4:

Console.WriteLine("Ans mul is" + (n1/n2).ToString());

break;

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

}

}

}

}

3] Ex\_3\_oops.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace MVCConApp

{

class sample

{

string UserName;

int age=0;

public void setdata()

{

Console.WriteLine("Enter Your Name ");

UserName = Console.ReadLine();

Console.WriteLine("Enter Your Age ");

age = int.Parse(Console.ReadLine());

}

public void getData()

{

Console.WriteLine("Hello " + UserName + ", How are You?" + " Age is " + age.ToString());

}

}

internal class Ex\_3\_oops

{

static void Main(String[] args)

{

sample s1 = new sample();

s1.setdata();

s1.getData();

}

}

}

4] Ex\_4\_MethodOverloading.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Net.NetworkInformation;

using System.Security.Cryptography;

using System.Text;

using System.Threading.Tasks;

namespace MVCConApp

{

class Addition

{

public float adddata(int a,int b)

{

return (a + b);

}

public float adddata(int a, float b)

{

return (a + b);

}

public float adddata(float a, float b)

{

return (a + b);

}

public float adddata(float a, int b)

{

return (a + b);

}

}

internal class Ex\_4\_MethodOverloading

{

static void Main()

{

Addition a1 = new Addition();

Console.WriteLine(a1.adddata(10,12));

Console.WriteLine(a1.adddata(10, 12.50f));

Console.WriteLine(a1.adddata(10.50f, 12.50f));

Console.WriteLine(a1.adddata(10.50f, 12));

}

}

}

5] Ex\_5\_ConstructorOverLoad.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace MVCConApp

{

class Sum

{

float a, b;

public Sum(int a,int b)

{

this.a=a;

this.b=b;

}

public Sum(int a, float b)

{

this.a = a;

this.b = b;

}

public Sum(float a, float b)

{

this.a = a;

this.b = b;

}

public Sum(float a, int b)

{

this.a = a;

this.b = b;

}

public void getData()

{

Console.WriteLine((a+b).ToString());

}

}

internal class Ex\_5\_ConstructorOverLoad

{

static void Main(String[] args)

{

Sum s1 = new Sum(12,13);

s1.getData();

Sum s2 = new Sum(12, 13.50f);

s2.getData();

Sum s3 = new Sum(12.50f, 13.50f);

s3.getData();

Sum s4 = new Sum(12.50f, 13);

s4.getData();

}

}

}

6] Ex\_6\_Inheritance.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace MVCConApp

{

class Car

{

string carName="",carModel="";

public void setData(string a,string b)

{

this.carName = a;

this.carModel = b;

}

public string getData()

{

return "Car Name is " + carName + " & Car Model is " + carModel;

}

}

class Sales: Car

{

string salePerson;

float salePrice;

string saleDate;

public void setData1(string a, string b,float c)

{

this.salePerson = a;

this.saleDate = b;

this.salePrice = c;

}

public string getData1()

{

return "Sales Person Name is " + salePerson + " & Date is " + saleDate +" Having Price of "+salePrice;

}

}

internal class Ex\_6\_Inheritance

{

public static void Main()

{

/\* Car car = new Car();

car.setData("Audi", "X10");

Console.WriteLine(car.getData()); \*/

Sales car = new Sales();

car.setData1("Rahul", "23/05/2023",345650f);

Console.WriteLine(car.getData1());

}

}

}

7] Ex\_7\_InhetiExample2.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Reflection.Metadata.Ecma335;

using System.Text;

using System.Threading.Tasks;

namespace MVCConApp

{

class Data

{

protected float val1, val2;

public Data(float val1,float val2) {

this.val1 = val1;

this.val2 = val2;

}

/\* public void setData(float val1, float val2)

{

this.val1 = val1;

this.val2 = val2;

}\*/

}

class Add : Data

{

public Add(float v1, float v2) : base(v1, v2)

{

}

public float add()

{

return val1 + val2;

}

}

class Sub : Data

{

public Sub(float v1, float v2) : base(v1, v2)

{

}

public float sub()

{

return val1 - val2;

}

}

class Mul : Data

{

public Mul(float v1, float v2) : base(v1, v2)

{

}

public float mul()

{

return val1 \* val2;

}

}

class Div : Data

{

public Div(float v1, float v2) : base(v1, v2)

{

}

public float div()

{

return val1 / val2;

}

}

internal class Ex\_7\_InhetiExample2

{

public static void Main()

{

Add s1 = new Add(12, 34);

Console.WriteLine(s1.add());

}

}

}

8] Ex\_8\_InterfaceSample.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace MVCConApp

{

interface Property

{

//Id, type, location

public void insert(int pid,string ptype,string plocation);

public void delete(int pid);

public void update(int pid);

public void retrieve(int pid);

public void retrieve(string ptype);

}

class CProperty : Property

{

public int pid;

public string ptype;

public string plocation;

public void insert(int pid, string ptype, string plocation) {

this.pid = pid;

this.ptype = ptype;

this.plocation = plocation;

}

public string getInsData()

{

return "My Pro is "+ptype + " located at " + plocation;

}

public void delete(int pid) { }

public void update(int pid) { }

public void retrieve(int pid) { }

public void retrieve(string ptype) { }

}

internal class Ex\_8\_InterfaceSample

{

public static void Main()

{

CProperty p1=new CProperty();

p1.insert(12,"wdfsdf","sdfsd");

Console.WriteLine (p1.getInsData());

}

}

}

//If-Else statement

9] Ex\_9\_IFDemo.cs

using System;

namespace MyApplication

{

class Ex\_9\_IFDemo

{

static void Main(string[] args)

{

int time = 22;

if (time < 10)

{

Console.WriteLine("Good morning.");

}

else if (time < 20)

{

Console.WriteLine("Good day.");

}

else

{

Console.WriteLine("Good evening.");

}

}

}

}

//For Loop

10] Ex\_10\_ForLoop.cs

using System;

namespace MyApplication

{

class Ex\_10\_ForLoop

{

static void Main(string[] args)

{

// Outer loop

for (int i = 1; i <= 2; ++i)

{

Console.WriteLine("Outer: " + i); // Executes 2 times

// Inner loop

for (int j = 1; j <= 3; j++)

{

Console.WriteLine(" Inner: " + j); // Executes 6 times (2 \* 3)

}

}

}

}

}