

//Question-1

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Assignment2

{

internal class Program

{

static void Main(string[] args)

{

Employee e1 = new Employee(77, "Rahul Tomar", 50000.00);

e1.displayData();

}

}

class Employee

{

public int id;

public string name;

public double salary;

public Employee(int id, string name, double salary)

```
{  
    this.id = id;  
  
    this.name = name;  
  
    this.salary = salary;  
}  
  
public void displayData()  
{  
    Console.WriteLine("id :" + this.id);  
  
    Console.WriteLine("Name :" + this.name);  
  
    Console.WriteLine("Salary :" + this.salary);  
  
    Console.ReadKey();  
}  
}  
}
```

//Question-2

```
using System;  
  
using System.Collections.Generic;  
  
using System.Linq;  
  
using System.Text;  
  
using System.Threading.Tasks;  
  
namespace Assignment2  
{
```

```
internal class Program
{
    static void Main(string[] args)
    {
        Bank b1 = new Bank(3296, "Rahul Tomar", 10000);
        b1.displayData();
    }
}

class Bank
{
    public int AccountNumber;
    public string name;
    public double balance;

    public Bank(int AccountNumber, string name, double balance)
    {
        this.AccountNumber = AccountNumber;
        this.name = name;
        this.balance = balance;
    }

    public void deposit(double balance)
    {
        balance += balance;
    }

    public void withdrawl(double amount)
```

```

    {
        if (amount > balance)
        {
            Console.WriteLine("Insufficient Balance");
        }
        else
        {
            balance = balance - amount;
        }
    }

    public void displayData()
    {
        Console.WriteLine("AccountNumber:" + this.AccountNumber);

        Console.WriteLine("Name :" + this.name);

        Console.WriteLine("Balance :" + this.balance);

        Console.ReadKey();
    }
}

```

//Question-3

```

using System;

using System.Collections.Generic;

using System.Diagnostics.CodeAnalysis;

using System.Linq;

```

```
using System.Text;

using System.Threading.Tasks;


namespace Assignment2
{
    internal class Program
    {
        static void Main(string[] args)
        {
            float[] nums = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };

            MathHelper.average(nums);
        }
    }


    public static class MathHelper
    {
        static float sum= 0;

        static float avg = 0;

        public static void average(float[] nums)
        {
            for(int i=0;i<nums.Length; i++)
            {
                sum += nums[i];
            }

            avg = sum/nums.Length;
        }
    }
}
```

```
        Console.WriteLine("Average is " + avg);  
        Console.ReadKey();  
    }  
  
}
```

```
}
```

```
//Question-4
```

```
using System;  
using System.Collections.Generic;  
using System.Diagnostics.CodeAnalysis;  
using System.Linq;  
using System.Runtime.CompilerServices;  
using System.Text;  
using System.Threading.Tasks;
```

```
namespace Assignment2
```

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

```

        Logger.setNameAndPassword("Ritik dixit", 8979);

        Logger.Login("Rahul tomar", 8979);

    }
}

public static class Logger
{
    static string name;

    static int password;

    public static void setNameAndPassword(string username ,int userpassword)
    {
        name = username;

        password = userpassword;
    }

    public static void Login(string username ,int userpassword)
    {
        if (username == name && userpassword == password)
        {
            Console.WriteLine("Login SuccessFull");

            Console.ReadKey();
        }

        else
        {
            Console.WriteLine("Login Failed");

```

```
        Console.ReadKey();
    }
}
}

}
```

//Question-5

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Assignment2
{
    public partial class Person
    {
        public string firstName;
        public string lastName;
        public Person(string firstName, string lastName)
        {
            this.firstName = firstName;
            this.lastName = lastName;
        }
    }
}
```



```
}
```

```
}
```

```
}
```

```
using System;
```

```
using System.Collections.Generic;
```

```
using System.Linq;
```

```
using System.Text;
```

```
using System.Threading.Tasks;
```

```
namespace Assignment2
```

```
{
```

```
    public partial class Person
```

```
    {
```

```
        public void showDetails() {
```

```
            Console.WriteLine("FirstName :"+firstName+ "LastName :"+ lastName);
```

```
            Console.ReadKey();
```

```
        }
```

```
    }
```

```
}
```

```
using System;
```

```
using System.Collections.Generic;

using System.Diagnostics.CodeAnalysis;

using System.Linq;

using System.Runtime.CompilerServices;

using System.Text;

using System.Threading.Tasks;
```

```
namespace Assignment2
```

```
{

    internal class Program

    {

        static void Main(string[] args)

        {

            Person p1 = new Person("Rahul", "tomar");

            p1.showDetails();

        }

    }

}
```

```
//Question-6
```

```
using System;
```

```
using System.Collections.Generic;
```

```
using System.Linq;
```

```
using System.Text;
```

```
using System.Threading.Tasks;
```

```
namespace Assignment2
```

```
{
```

```
    public partial class Employee
```

```
    {
```

```
        public int id;
```

```
        public string name;
```

```
        public double salary;
```

```
        public Employee(int id, string name, double salary)
```

```
        {
```

```
            this.id = id;
```

```
            this.name = name;
```

```
            this.salary = salary;
```

```
        }
```

```
    }
```

```
}
```

```
using System;
```

```
using System.Collections.Generic;
```

```
using System.Linq;

using System.Text;

using System.Threading.Tasks;


namespace Assignment2
{
    public partial class Employee
    {

        public void displayData()
        {
            Console.WriteLine("id :" + this.id);

            Console.WriteLine("Name :" + this.name);

            Console.WriteLine("Salary :" + this.salary);

            Console.ReadKey();
        }
    }
}
```

```
using System;

using System.Collections.Generic;

using System.Diagnostics.CodeAnalysis;

using System.Linq;

using System.Runtime.CompilerServices;

using System.Text;
```

```
using System.Threading.Tasks;
```

```
namespace Assignment2
```

```
{
```

```
    internal class Program
```

```
    {
```

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

```
        {
```

```
            Employee e1 = new Employee(77, "Rahul tomar", 10000);
```

```
            e1.displayData();
```

```
        }
```

```
    }
```

```
}
```

```
//Question-7
```

```
using System;
```

```
using System.Collections.Generic;
```

```
using System.Diagnostics.CodeAnalysis;
```

```
using System.Linq;
```

```
using System.Runtime.CompilerServices;
```

```
using System.Text;
```

```
using System.Threading.Tasks;
```

```
namespace Assignment2
{
    internal class Program
    {
        static void Main(string[] args)
        {
            Circle c1 = new Circle();
            c1.setRadius(5);
            c1.getarea();
        }
    }
}
```

```
public abstract class Shape
{
    public abstract void getarea();
}

public class Circle : Shape
{
    float radius;

    public void setRadius( float r)
    {
        radius = r;
    }
}
```

```
public override void getarea()
{
    double area = 3.14 * radius * radius;

    Console.WriteLine("Area is :" + area);

    Console.ReadKey();
}
}
```

//Question-8

```
using System;
using System.Collections.Generic;
using System.Diagnostics.CodeAnalysis;
using System.Linq;
using System.Runtime.CompilerServices;
using System.Text;
using System.Threading.Tasks;
```

```
namespace Assignment2
{
    internal class Program
    {
        static void Main(string[] args)
        {
```

```
Dog d1 = new Dog();

Cat c1 = new Cat();

d1.Sound("WOW WOW");

c1.Sound("MEOW MEOW");

}

}

public abstract class Animal
{
    public abstract void Sound(string sound);
}

public class Dog : Animal
{
    public override void Sound(string sound)
    {
        Console.WriteLine("Dog sound " + sound);

        Console.ReadKey();
    }
}

public class Cat: Animal
{
    public override void Sound(string sound)
    {
        Console.WriteLine("Cat Sound " + sound);
    }
}
```



```
        Console.ReadKey();  
    }  
  
}  
  
}
```

//Question-9

```
using System;  
  
using System.Collections.Generic;  
  
using System.Diagnostics.CodeAnalysis;  
  
using System.Linq;  
  
using System.Runtime.CompilerServices;  
  
using System.Text;  
  
using System.Threading.Tasks;  
  
  
namespace Assignment2  
{
```

```
internal class Program
{
    static void Main(string[] args)
    {
        Car Audi = new Car("bmw");

    }

}
```

```
public sealed class Vechile
{
    string vechile;

    public void startEngine(string vechile)
    {
        this.vechile = vechile;

        Console.WriteLine(vechile + " is start");
    }

    public void stopEngine()
    {

        Console.WriteLine(vechile + "is stop");
    }

}
```

```
public class Car : Vechile
{
    string name;

    public Car(string name)
    {
        this.name = name;
    }
}

}
```

//Question-10

```
using System;
using System.Collections.Generic;
using System.Diagnostics.CodeAnalysis;
using System.Linq;
using System.Runtime.CompilerServices;
using System.Text;
using System.Threading.Tasks;
```

```
namespace Assignment2
{
    internal class Program
    {
```

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

```
{
```

```
}
```

```
sealed class Bank
```

```
{
```

```
    public int AccountNumber;
```

```
    public string name;
```

```
    public double balance;
```

```
    public Bank(int AccountNumber, string name, double balance)
```

```
    {
```

```
        this.AccountNumber = AccountNumber;
```

```
        this.name = name;
```

```
        this.balance = balance;
```

```
    }
```

```
    public void deposit(double balance)
```

```
    {
```

```
        balance += balance;
```

```
    }
```

```
    public void withdrawl(double amount)
```

```
    {
```

```
        if (amount > balance)
```

```

    {
        Console.WriteLine("Insufficinent Balance");
    }
    else
    {
        balance = balance - amount;
    }
}

public void displayData()
{
    Console.WriteLine("AccountNumber:" + this.AccountNumber);
    Console.WriteLine("Name :" + this.name);
    Console.WriteLine("Balance :" + this.balance);
    Console.ReadKey();
}
}

class SavingAccount : Bank
{
    public int AccountNumber;
    public string name;

}
}

}

```

