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NAME = S.H.R.Akarsha

ID = 24549

C# LAB 02

1.

```
using System;

public class Program
{
   public static void Main(string[] args)
   {
      // Declare two variables to store the user input numbers.
      int number1;
      int number2;

      // Prompt the user to enter two numbers.
      Console.WriteLine("Enter the first number: ");
      number1 = Convert.ToInt32(Console.ReadLine());
      Console.WriteLine("Enter the second number: ");
      number2 = Convert.ToInt32(Console.ReadLine());

      // Calculate the sum of the two numbers.
      int sum = number1 + number2;

      // Display the sum to the user.
      Console.WriteLine("The sum of the two numbers is {0}.", sum);
   }
}
```

2.

```
using System;

public class Program
{
   public static void Main(string[] args)
   {
      // Declare two variables to store the user input numbers.
      int number1;
```

```
int number2;
```

```
        // Prompt the user to enter two numbers.
        Console.WriteLine("Enter the first number: ");
        number1 = Convert.ToInt32(Console.ReadLine());
        Console.WriteLine("Enter the second number: ");
        number2 = Convert.ToInt32(Console.ReadLine());

        // Calculate the sum, subtraction, multiplication and division of the two numbers.
        int sum = number1 + number2;
        int difference = number1 - number2;
        int product = number1 * number2;
        float quotient = (float)number1 / number2;

        // Display the results to the user.
        Console.WriteLine("The sum of the two numbers is {0}.", sum);
        Console.WriteLine("The difference of the two numbers is {0}.", difference);
        Console.WriteLine("The product of the two numbers is {0}.", product);
        Console.WriteLine("The quotient of the two numbers is {0}.", quotient);
    }
}
```

3.

```
using System;

public class Program
{
    public static void Main(string[] args)
    {
        // Declare a variable to store the radius of the circle.
        float radius;

        // Prompt the user to enter the radius of the circle.
        Console.WriteLine("Enter the radius of the circle: ");
        radius = Convert.ToSingle(Console.ReadLine());

        // Calculate the area and circumference of the circle.
        float area = Math.PI * radius * radius;
        float circumference = 2 * Math.PI * radius;

        // Display the results to the user.
        Console.WriteLine("The area of the circle is {0}.", area);
        Console.WriteLine("The circumference of the circle is {0}.", circumference);
    }
```

```
}
```

4.

```
using System;

public class Program
{
   public static void Main(string[] args)
   {
      // Declare a variable to store the user input number.
      int number;

      // Prompt the user to enter a number.
      Console.WriteLine("Enter a number: ");
      number = Convert.ToInt32(Console.ReadLine());

      // Check if the number is even or odd.
      if (number % 2 == 0)
      {
         Console.WriteLine("The number is even.");
      }
      else
      {
         Console.WriteLine("The number is odd.");
      }
   }
}
```

5.

```
using System;

public class Program
{
   public static void Main(string[] args)
   {
      // Declare an array to store the user input numbers.
      int[] numbers = new int[10];

      // Prompt the user to enter 10 numbers.
      for (int i = 0; i < 10; i++)
      {
```

```
            Console.WriteLine("Enter a number: ");
            numbers[i] = Convert.ToInt32(Console.ReadLine());
        }

        // Check if each number is even or odd.
        for (int i = 0; i < 10; i++)
        {
            if (numbers[i] % 2 == 0)
            {
                Console.WriteLine("The number {0} is even.", numbers[i]);
            }
            else
            {
                Console.WriteLine("The number {0} is odd.", numbers[i]);
            }
        }
    }
}
```