using System;

class MethodIsEqualToTest

{

public static void Main()

{

string result; // store a string based on what Isequalto return

// get two ints from the user

Console.Write("Enter first integer: ");

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

Console.Write("Enter second integer: ");

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

// test if the two ints input by user are equal

if (IsEqualTo(a, b))

{

result = "equal";

}

else

{

result = "not equal";

}

Console.WriteLine($"{a} and {b} are {result}\n");

// get two string from the user

Console.Write("Enter first string: ");

string c = (Console.ReadLine());

Console.Write("Enter second string: ");

string d = (Console.ReadLine());

// test if two doubles input by user are equal

if (IsEqualTo(c, d))

{

result = "equal";

}

else

{

result = "not equal";

}

Console.WriteLine($"{c} and {d} are {result}\n");

// Console.ReadLine();

// get two doubles from the user

Console.Write("Enter first double: ");

double e = double.Parse(Console.ReadLine());

Console.Write("Enter second double: ");

double f = double.Parse(Console.ReadLine());

// test if two doubles input by user are equal

if (IsEqualTo(e, f))

{

result = "equal";

}

else

{

result = "not equal";

}

Console.WriteLine($"{e} and {f} are {result}\n");

// Console.ReadLine();

}

//test whether two generic types are equal

static bool IsEqualTo<T>(T first, T second)

{

return first.Equals(second);

}

}