Lab sheet 2

Question 3

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

namespace Question_3
{
    public class TemperatureTracker
    {

        public double[] Temperature = new double[7];



        public void InputTemp()
        {
            for (int i = 0 ; i < Temperature.Length ; i++)
            {
                Console.WriteLine($"Enter temperature for day {i
                Temperature[i] = double.Parse(Console.ReadLine()
            }
            Console.WriteLine("\n");
        }

        public void DisplayTemp()
        {
```

```
        }

        static void Main(string[] args)
        {
            TemperatureTracker week1 = new TemperatureTracker();

            week1.InputTemp();

            for (int i = 0; i < 7; i++) {

                Console.WriteLine(week1.week1Temp[i]);


            }
            Console.ReadLine();
        }
    }
}
```

Question 04

Program.cs

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

namespace Labsheet2_que4
{
    internal class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Enter Product Name: ");
```

```
            string product_name = Console.ReadLine();
            Console.WriteLine("Enter Product price: ");
            double price = double.Parse(Console.ReadLine());

            Product product1 = new Product( product_name ,  pric
            Console.WriteLine("\nProduct Name is: "+product1.Pro
            Console.WriteLine("Product price is: "+product1.pric

            Console.ReadLine();

        }

    }
}
```

Product.cs

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

namespace Labsheet2_que4
{
    internal class Product
    {
        public string ProductName;
        public double price;

        public Product(string ProductName, double price)
        {
            this.ProductName = ProductName;
            this.price = price;
        }
```

```
    }
}
```

Question 05

Program.cs

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

namespace Labsheet2_que5
{
    internal class Program
    {
        static void Main(string[] args)
        {
            LibraryBook[] books = new LibraryBook[5];

            books[0] = new LibraryBook("Book 1", "Author 1", tru
            books[1] = new LibraryBook("Book 2", "Author 2", fal
            books[2] = new LibraryBook("Book 3", "Author 3", tru
            books[3] = new LibraryBook("Book 4", "Author 4", fal
            books[4] = new LibraryBook("Book 5", "Author 5", tru


            DisplayLibraryStatus(books);
            Console.WriteLine("\n");
            books[0].BorrowBook();
            Console.WriteLine("\n");
            books[2].ReturnBook();
            Console.WriteLine("\n");
            DisplayLibraryStatus(books);
```

```
            Console.ReadLine();



        }

        static void DisplayLibraryStatus(LibraryBook[] books)
        {
            Console.WriteLine("current library status: ");
            foreach (var book in books)
            {
                Console.WriteLine($"Title; {book.Title}, Author;
            }
        }
    }
}
```

LibraryBooks.cs

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

namespace Labsheet2_que5
{
    internal class LibraryBook
    {
        public string Title;
        public string Author;
        public bool Available;
```

```
        public LibraryBook(string Title, string Author ,bool Ava
{             this.Title = Title;             this.Author =
Author;             this.Available = Available;         }
public void BorrowBook()         {             if(Available)
{
                Available = false;

Console.WriteLine($"You have borrowed '{Title}'

            }
            Console.WriteLine("\n\nUpdated  library  status");

}

        public void ReturnBook()
{             if(!Available)
{
                Available=true;
                Console.WriteLine($"You have returned
'{Title}'             }             else             {
                Console.WriteLine("Book already borrowed.");
            }
            Console.WriteLine("\n\nLibrary status updated.");
        }
```

```
        }
    }
```