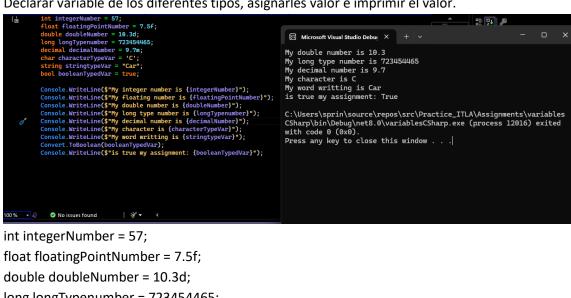
Jorge Luis Reynoso Frias, 2024-1716, monday

1. Declarar variable de los diferentes tipos, asignarles valor e imprimir el valor.

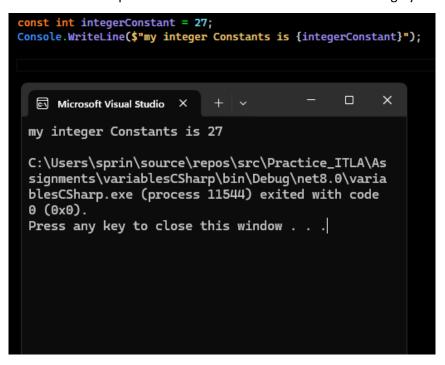


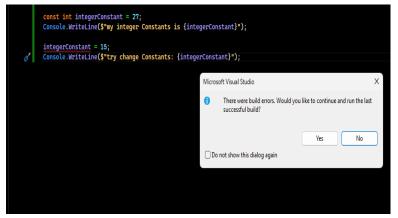
long longTypenumber = 723454465; decimal decimalNumber = 9.7m; char characterTypeVar = 'C'; string stringtypeVar = "Car"; bool booleanTypedVar = true; Console.WriteLine(\$"My integer number is {integerNumber}"); Console.WriteLine(\$"My floating number is {floatingPointNumber}"); Console.WriteLine(\$"My double number is {doubleNumber}"); Console.WriteLine(\$"My long type number is {longTypenumber}"); Console.WriteLine(\$"My decimal number is {decimalNumber}"); Console.WriteLine(\$"My character is {characterTypeVar}"); Console.WriteLine(\$"My word writting is {stringtypeVar}");

Console.WriteLine(\$"is true my assignment: {booleanTypedVar}")

Convert.ToBoolean(booleanTypedVar);

Buscar cómo se declara una constante en C#
 e imprimir el valor. Probar de cambiar su valor luego y ver que es lo que pasa.





const int integerConstant = 27; Console.WriteLine(\$"my integer Constants is {integerConstant}"); integerConstant = 15; Console.WriteLine(\$"try change Constants: {integerConstant}"); 3. Declara un entero, incrementarlo, decrementarlo, hacer operaciones con el.

```
int NumberIntDinamic = 5;
Console.WriteLine(NumberIntDinamic);
NumberIntDinamic += 1;
Console.WriteLine(NumberIntDinamic);
NumberIntDinamic -= 1;
Console.WriteLine(NumberIntDinamic);
NumberIntDinamic = NumberIntDinamic + 5;
Console.WriteLine(NumberIntDinamic);
// Console.WriteLine(NumberIntDinamic);
```

```
int NumberIntDinamic = 5;
Console.WriteLine(NumberIntDinamic);
```

NumberIntDinamic += 1;

Console.WriteLine(NumberIntDinamic);

NumberIntDinamic -= 1;

Console.WriteLine(NumberIntDinamic);

NumberIntDinamic = NumberIntDinamic + 5;

Console.WriteLine(NumberIntDinamic);

4. Declarar un float con valor=10152466.25. Declara un byte que es igual a 5 + el float.

float floatLargeValues = 10152466.25f;
Console.WriteLine(\$"float number: {floatLargeValues}");
float ThisAByteTest = 5 + floatLargeValues;
Console.WriteLine(\$"Byte test number: {ThisAByteTest}");

5. Adjuntar comentario de una y de varias líneas un su código. Imprimir la fecha y hora d el sistema.

```
//this a single Line comment;
/*
    this a
    multi Line
    comment
    */
DateTime now = DateTime.Now;
Console.WriteLine($"system Date{now}");
```

```
//this a single Line comment;

/*
    this a
    multi Line
    comment
    */

DateTime now = DateTime.Now;
Console.WriteLine($"system Date{now}");
```