TAAZAA TRAINING (FIRST ASSIGNMENT)

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//Introduction to Loop

```
using System;
using System.Text;
namespace assignmet1
{
   class Program
   {
      static void Main(string[] args)
      {
        System.Console.WriteLine("Printing First ten Numbers!!");
        for(int i=1;i<=10;i++)
        {
           System.Console.WriteLine(i);
        }
      }
   }
}
```

//First Program for checking prime number or not with the help of (for loop)!!

```
using System;
namespace assignmet1
{
   class Program
   {
      static void Main(string[] args)
      {
         int n ,count=0;
         Console.WriteLine("Enter a Number!!");
         n=Convert.ToInt32(Console.ReadLine());    //return 0 if null or empty
         for(int i=1;i<=n;i++)
         {
            if(n%i==0)
            {
               count++;
            }
         }
         if(count==2)
         {
            Console.WriteLine("You entered Prime Number!!");
         }
         else
         {
            Console.WriteLine("You entered Non Prime Number!!");
         }
      }
   }
```

```
}
```

//Second Program for checking whether number is palindrome or not with the help of (while loop)

```
using System;


namespace assignmet1
{
   class Program
   {
      static void Main(string[] args)
      {
         int n,r, sum=0,temp;
         Console.WriteLine("Enter Number!!");
         n=Convert.ToInt32(Console.ReadLine());
         temp=n;
         while(n>0)
         {
            r=n%10;
            sum=sum*10+r;
            n=n/10;
         }
         n=temp;
         if(n==sum)
         {
            Console.WriteLine("Number is Palindrome!!");
         }
         else
         {
            Console.WriteLine("Number is Not a Palindrome!!");
```

```
        }
    }}}
```

//Third Program to print numbers from 0 to 9 with do while loop

```
using System;

namespace assignmet1
{
   class Program
   {
      static void Main(string[] args)
      {
         int i=0;
         do
         {
            Console.WriteLine("value of i is"+ i);
            i++;

         } while (i<10);
      }
   }
}
```

//Fourth Program to print values from array with the help of Foreach loop

```
using System;


namespace assignmet1
{
   class Program
   {
      static void Main(string[] args)
      {
     int []array={1,2,3,4,5};
     foreach (int a  in array)
     {
        Console.WriteLine(a);
     }
      }
   }
}
```

//Fifth program showing basics of string

```
using System;


namespace assignmet1
{
   class Program
   {
      static void Main(string[] args)
      {
        System.Console.WriteLine("Enter You Name!!");
        string str=Console.ReadLine();
        System.Console.WriteLine("Welcome "+ str);
      }
   }
}
```

//sixth program showing some important function of strings

```
using System;


namespace assignmet1
{
   class Program
   {
      static void Main(string[] args)
      {
         string str="We Are Learning dotnet!!";
         System.Console.WriteLine(str.ToUpper());
         System.Console.WriteLine(str.ToLower());
         System.Console.WriteLine(str.IndexOf("Learning"));
         System.Console.WriteLine(str.Replace("dotnet","C#"));
         System.Console.WriteLine(str.Trim());
         System.Console.WriteLine(str.Insert(16,"Java and "));
         string number="2000";
         int num=int.Parse(number); //throw an exception if null or empty
         System.Console.WriteLine("Number you have entered is "+ num);
      }
   }
}
```

// Seventh Program showing (Immutable String Concept)

String objects are always immutable, once they created and initialized then cannot be changed on same reference

```
using System;


namespace assignmet1
{
   class Program
   {
      static void Main(string[] args)
      {
         string str="Old Value";
         str="new Value";
         System.Console.WriteLine("String is "+ str);
         string str1="My Name is Das sukhdev";
         string str2="My Name is Das sukhdev";
         string str3="My Name is"+" "+"Das sukhdev";
         string str4=new string("My Name is Das sukhdev");
         System.Console.WriteLine(str4);
      }
   }
}
```

//Eight Program showing Mutable strings with the help of String Builder

```
using System;
using System.Text;
namespace assignmet1
{
   class Program
   {
      static void Main(string[] args)
      {
        StringBuilder str=new StringBuilder();
        str.Append("Hey ");
        str.Append("My name is sukhdev,");
        str.Append(" Have a great day!!");
        System.Console.WriteLine(str);
      }
   }
}
```

//Ninth Program showing use of verbatim String

```
using System;
using System.Text;
namespace assignmet1
{
   class Program
   {
      static void Main(string[] args)
      {
         string str=@"\Das Sukhdev";
         System.Console.WriteLine("\nSukhdev");
         System.Console.WriteLine(str);

      }
   }
}
```