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Bài 1:

namespace Buoi1\_Bai1

{

class TimSoLonNhat

{

public int InputNumber()

{

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

return n;

}

public int FindMax(int a, int b, int c)

{

int max;

max = a > b ? a : b;

max = max > c ? max : c;

return max;

}

}

}

namespace Buoi1\_Bai1

{

class Program

{

static void Main(string[] args)

{

TimSoLonNhat maxNumber = new TimSoLonNhat();

int a, b, c, max;

Console.Write("Input first number: ");

a = maxNumber.InputNumber();

Console.Write("Input seconds number: ");

b = maxNumber.InputNumber();

Console.Write("Input third number: ");

c = maxNumber.InputNumber();

max = maxNumber.FindMax(a, b, c);

Console.WriteLine("Max number is: {0}", max);

Console.ReadKey();

}

}

}

Bài 2:

namespace Buoi1\_Bai2

{

public class TimSLN

{

public int InputNumber()

{

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

return n;

}

public int FindMax(int n){

int max, i, temp;

max = 0;

i = 0;

do

{

Console.Write("Input number {0} =", i + 1);

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

if (max < temp)

max = temp;

i++;

} while (i < n);

return max;

}

}

}

namespace Buoi1\_Bai2

{

class Program

{

static void Main(string[] args)

{

TimSLN maxNumber = new TimSLN();

Console.Write("Input quantity number: ");

int n = maxNumber.InputNumber();

Console.WriteLine("Max number is: {0}", maxNumber.FindMax(n));

Console.ReadLine();

}

}

}

Bài 3:

namespace Buoi1\_Bai3

{

public class GiaiThuaN

{

public int InputNumber()

{

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

return n;

}

public long Factorial(int n){

long temp = 1;

for(int i = 1; i<=n ;i++){

temp = temp \* i;

}

return temp;

}

}

}

namespace Buoi1\_Bai3

{

class Program

{

static void Main(string[] args)

{

GiaiThuaN fac = new GiaiThuaN();

Console.Write("Input Number: ");

int n = fac.InputNumber();

Console.WriteLine("Factorial {0} ! = {1}", n, fac.Factorial(n));

Console.ReadKey();

}

}

}

Bài 4:

namespace Buoi1\_Bai4

{

public class MangSoNguyen

{

public int InputNumber()

{

int n;

do

{

Console.Write("Input number:");

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

if (n <= 0)

Console.Write("Number must greater than zero");

} while (n <= 0);

return n;

}

public void InputArray(int[]arr)

{

for(int i = 0; i < arr.Length; i++){

Console.Write("a[{0}]: = ", i);

arr[i] = int.Parse(Console.ReadLine());

}

}

public void OutputArray(int[] arr)

{

Console.Write("Quantity number in array: ");

for (int i = 0; i < arr.Length; i++)

{

Console.Write(arr[i] + "\t");

}

}

public int MaxElement(int[] arr)

{

int max = 0;

for (int i = 0; i < arr.Length; i++)

{

if (max < arr[i])

{

max = arr[i];

}

}

return max;

}

public int MinElement(int[] arr)

{

int min = arr[0];

for (int i = 1; i < arr.Length; i++)

{

if (min > arr[i])

{

min = arr[i];

}

}

return min;

}

public int Sum(int[] arr)

{

int sum = 0;

for (int i = 0; i < arr.Length; i++)

{

sum += arr[i];

}

return sum;

}

public void Sort(int[] arr)

{

for (int i = 0; i < arr.Length; i++)

{

for (int j = i + 1; j < arr.Length; j++)

{

if (arr[i] > arr[j])

{

int temp = arr[i];

arr[i] = arr[j];

arr[j] = temp;

}

}

}

}

}

}

namespace Buoi1\_Bai4

{

class Program

{

static void Main(string[] args)

{

MangSoNguyen arrInt = new MangSoNguyen();

int n = arrInt.InputNumber();

int [] arr = new int[n];

arrInt.InputArray(arr);

arrInt.OutputArray(arr);

Console.WriteLine("\nMax: {0}", arrInt.MaxElement(arr));

Console.WriteLine("Min: {0} ", arrInt.MinElement(arr));

Console.WriteLine("Sum: {0}", arrInt.Sum(arr));

Console.WriteLine("Element in array after sort ");

arrInt.Sort(arr);

arrInt.OutputArray(arr);

Console.ReadKey();

}

}

}

Bài 5:

namespace Buoi1\_Bai5

{

public class Student

{

private string Name {get; set;}

private int Age {get; set;}

private double MarkLiter {get; set;}

private double MarkMath {get; set;}

private double MarkAVG {

get{

return Math.Round(((MarkMath + MarkLiter) / 2), 2);

}

}

public Student()

{

}

public void InPutStudent()

{

Console.Write("Input Name: ");

Name = Console.ReadLine();

Console.Write("Input Age: ");

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

Console.Write("Input Mark Literature: ");

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

Console.Write("Input Mark Math: ");

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

}

public void OutputStudent()

{

Console.WriteLine("{0, -15}{1, -15}{2, -15}{3, -15}{4, -15}", Name, Age, MarkLiter, MarkMath, MarkAVG);

}

}

}

namespace Buoi1\_Bai5

{

class Program

{

static void Main(string[] args)

{

Console.Write("\nInput quantity student: ");

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

Student[] arrStd = new Student[n];

for (int i = 0; i < n; i++)

{

Console.WriteLine("Input infor of student {0}: ", i + 1);

arrStd[i] = new Student();

arrStd[i].InPutStudent();

Console.WriteLine("\n");

}

Console.WriteLine("List student");

Console.WriteLine("{0, -15}{1, -15}{2, -15}{3, -15}{4, -15}", "Name", "Age", "Literature", "Math", "Mark AVG");

for (int i = 0; i < n; i++)

{

arrStd[i].OutputStudent();

}

Console.ReadKey();

}

}

}

Bài 6:

namespace Buoi1\_Bai6

{

public class ThoiGian

{

private int Year {get; set;}

private int Month {get; set;}

private int Day {get; set;}

private int Hour {get; set;}

private int Minute {get; set;}

private int Second { get; set; }

public ThoiGian()

{

Year = 2014;

Month = 09;

Day = 20;

Hour = 10;

Minute = 30;

Second = 40;

}

public ThoiGian(int \_Year, int \_Month, int \_Day, int \_Hour, int \_Minute, int \_Second)

{

Year = \_Year;

Month = \_Month;

Day = \_Day;

Hour = \_Hour;

Minute = \_Minute;

Second = \_Second;

}

public ThoiGian(int \_Day, int \_Month, int \_Year)

{

Day = \_Day;

Month = \_Month;

Year = \_Year;

}

public ThoiGian(ThoiGian tg)

{

Year = tg.Year;

Month = tg.Month;

Day = tg.Day;

Hour = tg.Hour;

Minute = tg.Minute;

Second = tg.Second;

}

public ThoiGian(DateTime tg)

{

Year = tg.Year;

Month = tg.Month;

Day = tg.Day;

Hour = tg.Hour;

Minute = tg.Minute;

Second = tg.Second;

}

public void Hien()

{

Console.WriteLine("\tDay: {0}/{1}/{2}", Day, Month, Year);

Console.WriteLine("\tHour: {0}:{1}:{2}", Hour, Minute, Second);

}

}

}

namespace Buoi1\_Bai6

{

class Program

{

static void Main(string[] args)

{

DateTime timenow = DateTime.Now;

ThoiGian t1 = new ThoiGian();

t1.Hien();

Console.WriteLine("\n");

ThoiGian t2 = new ThoiGian(27, 9, 2021, 10, 10, 10);

t2.Hien();

Console.WriteLine("\n");

ThoiGian t3 = new ThoiGian(27, 9, 2021);

t3.Hien();

Console.WriteLine("\n");

ThoiGian t4 = new ThoiGian(t3);

t4.Hien();

Console.WriteLine("\n");

ThoiGian t5 = new ThoiGian(timenow);

t5.Hien();

Console.ReadKey();

}

}

}

Bài 7:

namespace Employee

{

public class Employee

{

private int ID {get; set;}

private string Name { get; set; }

private int yearOfBirth { get; set; }

private double salaryLevel { get; set; }

private double basicSalary { get; set; }

public double GetIncome {

get

{

return salaryLevel \* basicSalary;

}

}

public void InputEmployee()

{

Console.Write("ID: ");

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

Console.Write("Name: ");

Name = Console.ReadLine();

Console.Write("Year of Birth: ");

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

Console.Write("Salary Level: ");

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

Console.Write("Basic Salary: ");

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

}

public void DisplayEmployee()

{

Console.WriteLine("{0, -15}{1, -15}{2, -15}{3, -15}{4, -15}", ID, Name, yearOfBirth, basicSalary, GetIncome);

}

}

}

namespace Employee

{

class Program

{

static void Main(string[] args)

{

Console.Write("Input Quantity Employee: ");

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

Employee [] arr = new Employee[n];

for (int i = 0; i < n; i++)

{

Console.WriteLine("Input infor of employee {0}: ", i + 1);

arr[i] = new Employee();

arr[i].InputEmployee();

Console.WriteLine("\n");

}

Console.WriteLine("List Employee");

Console.WriteLine("{0, -15}{1, -15}{2, -15}{3, -15}{4, -15}", "ID", "Name", "Year of Birth","Salary", "InCome");

for (int i = 0; i < n; i++)

{

arr[i].DisplayEmployee();

}

Console.ReadKey();

}

}

}

Bài 8:

namespace Buoi1\_Bai8

{

public class TamGiac

{

private int Canh1 { get; set; }

private int Canh2 { get; set; }

private int Canh3 { get; set; }

private int loai { get; set; }

public TamGiac()

{

Canh1 = 2;

Canh2 = 3;

Canh3 = 5;

}

public TamGiac(int a, int b, int c)

{

Canh1 = a;

Canh2 = b;

Canh3 = c;

}

public int Chuvi

{

get

{

return Canh1 + Canh2 + Canh3;

}

}

public float DienTich

{

get

{

float p = (Canh1 + Canh2 + Canh3)/2;

float dt = (float)Math.Sqrt(p \* (p - Canh1) \* (p - Canh2) \* (p - Canh3));

return dt;

}

}

public void NhapTamGiac()

{

Console.Write("Nhap canh 1: ");

Canh1 = int.Parse(Console.ReadLine());

Console.Write("Nhap canh 2: ");

Canh2 = int.Parse(Console.ReadLine());

Console.Write("Nhap canh 3: ");

Canh3 = int.Parse(Console.ReadLine());

TimTamGiac();

}

public int TimTamGiac()

{

int a = Canh1;

int b = Canh2;

int c = Canh3;

loai = 5; //thuong

if (a == b & b == c) //can

{

loai = 1;

if (a \* a + b \* b == c \* c || a \* a + c \* c == b \* b || b \* b + c \* c == a \* a)

{

loai++;

}

}

else if (a == b || a == c || b == c) //deu

{

loai = 3;

}

else if (a \* a + b \* b == c \* c || a \* a + c \* c == b \* b || b \* b + c \* c == a \* a)

{

loai--;

}

return loai;

}

public string LoaiTamGiac

{

get

{

string temp = "";

if (loai == 1)

temp = "Tam giac deu";

else if (loai == 2)

temp = "Tam giac vuong can";

else if (loai == 3)

temp = "Tam giac can";

else if (loai == 4)

temp = "Tam giac vuong";

else if(loai == 5)

{

temp = "Tam giac thuong";

}

return temp;

}

}

public void HienThiTamGiac()

{

Console.WriteLine("{0, -15}{1, -15}{2, -15}{3, -15}{4, -15}{5, -15}", Canh1, Canh2, Canh3, Chuvi, DienTich,LoaiTamGiac);

}

}

}

namespace Buoi1\_Bai8

{

class Program

{

static void Main(string[] args)

{

Console.Write("Nhap vao so luong tam giac: ");

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

TamGiac[] arr = new TamGiac[n];

for (int i = 0; i < arr.Length; i++)

{

Console.WriteLine("Nhap thong tin tam giac thu {0}: ", i + 1);

arr[i] = new TamGiac();

arr[i].NhapTamGiac();

Console.WriteLine("\n");

}

Console.WriteLine("List Tam giac");

Console.WriteLine("{0, -15}{1, -15}{2, -15}{3, -15}{4, -15}{5, 15}", "Canh1", "Canh2", "Canh3", "Chu vi", "Dien tich", "Loai Tam Giac");

for (int i = 0; i < n; i++)

{

arr[i].HienThiTamGiac();

}

Console.ReadKey();

}

}

}

Bài 9:

namespace Buoi1\_Bai9

{

class Phuongtrinhbac2

{

private int Soa { get; set; }

private int Sob { get; set; }

private int Soc { get; set; }

private int Del { get; set; }

public Phuongtrinhbac2() { }

public Phuongtrinhbac2(int a, int b, int c)

{

Soa = a;

Sob = b;

Soc = c;

}

public void Nhap()

{

Console.WriteLine(" Nhap so a : ");

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

Console.WriteLine(" Nhap so b : ");

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

Console.WriteLine(" Nhap so c : ");

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

Delta();

}

public int Delta()

{

return Del = Sob \* Sob - 4 \* Soa \* Soc;

}

public void TinhNghiem()

{

if (Del >= 0)

{

float x1 = (float)(-Sob + Math.Sqrt(Del) / (2 \* Soa));

float x2 = ((float)(-Sob - Math.Sqrt(Del) / (2 \* Soa)));

Console.WriteLine(" Nghiem cua phuong trinh la " + x1 + " " + x2);

}

else

{

Console.WriteLine(" Phuong trinh vo nghiem ");

}

}

}

}

namespace Buoi1\_Bai9

{

class Program

{

static void Main(string[] args)

{

Console.WriteLine("Chuong trinh tinh Bieu thuc bac 2: ");

Phuongtrinhbac2 pt1 = new Phuongtrinhbac2(2, 4, 1);

pt1.TinhNghiem();

Console.ReadKey();

}

}

}