



**Control Structure** 



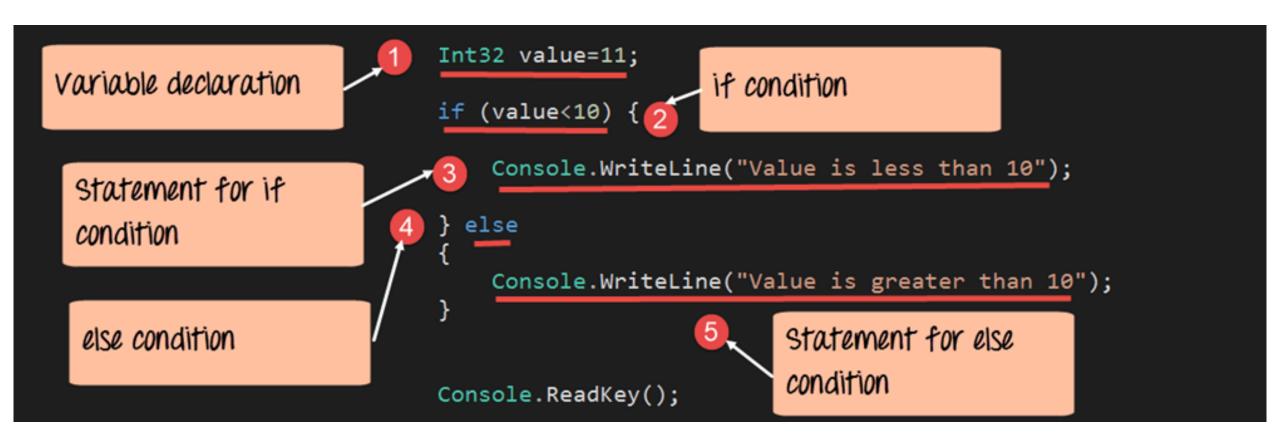
# **Agenda**



- Control Structure
- String Function
- Number Function
- Date and Time Function
- Array
- Jagged Array

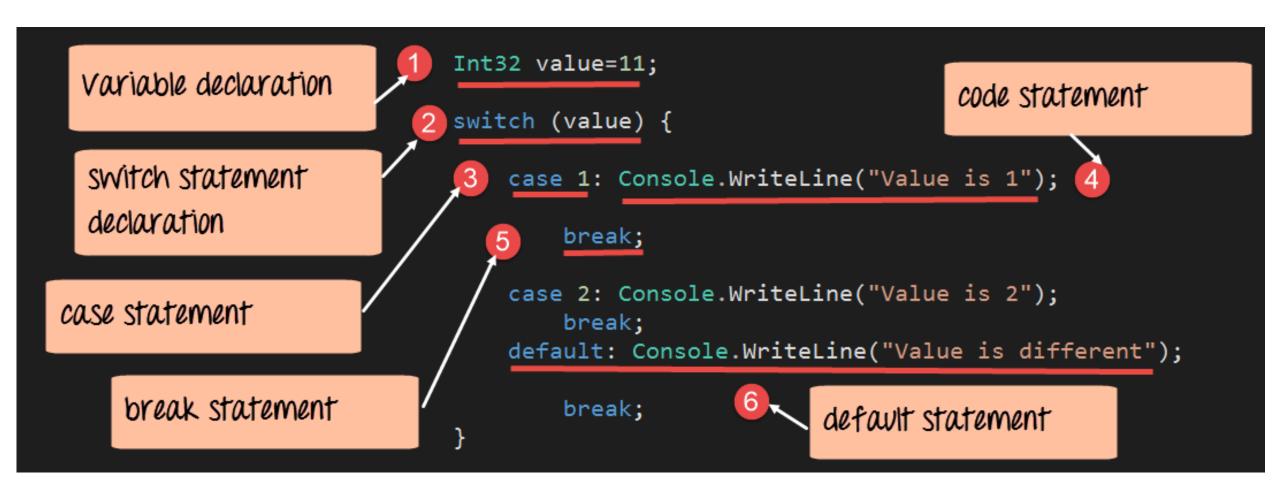
#### **Selection Control Structure: If**





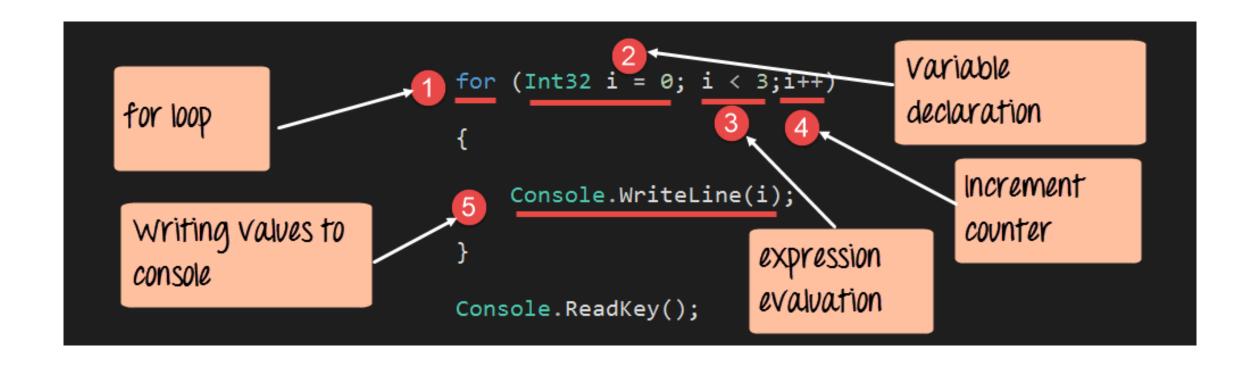
#### **Selection Control Structure: switch**





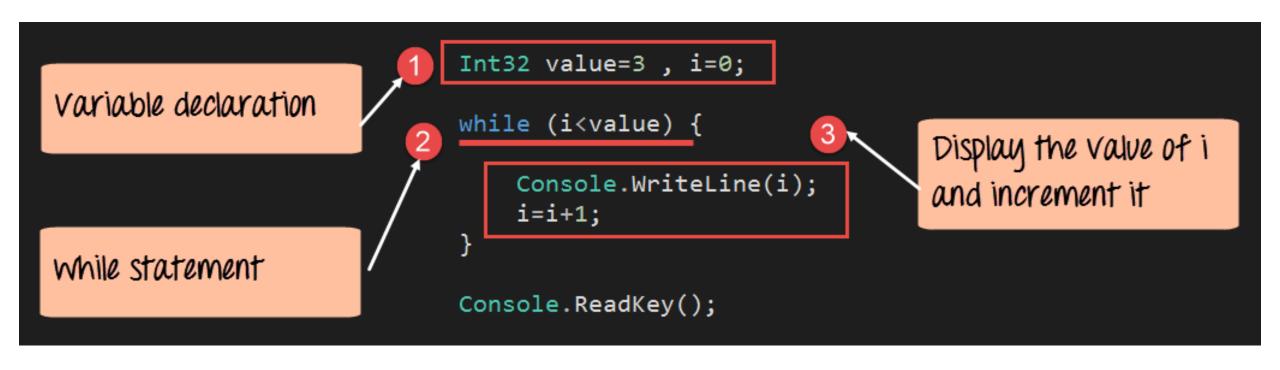
## **Iteration Control Structure: for**





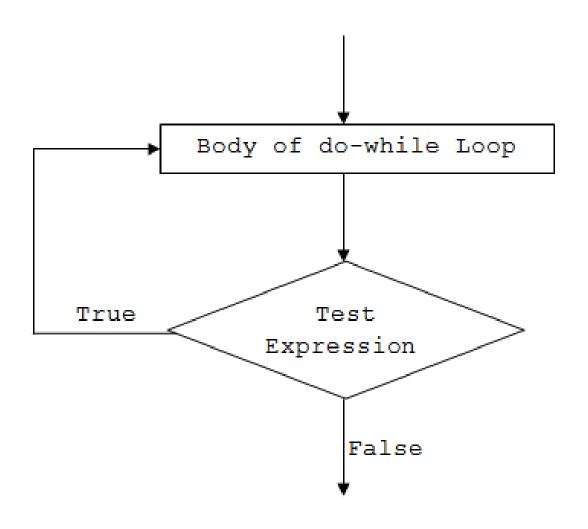
## **Iteration Control Structure: while**





## **Iteration Control Structure: do while**





# **Array**



- An array is a data structure in C# that stores a collection of elements of the same data type.
- Arrays provide efficient storage and retrieval of data.

```
// Accessing each individual element
int[] myArray = new int[5];
myArray[0] = 1;
myArray[1] = 4;
myArray[2] = 9;
myArray[3] = 16;
myArray[4] = 25;

// Using the collection initializer
int[] myArray = new int[5] {1, 4, 9, 16, 25};

// Another way to use the collection initializer
int[] myArray = {1, 4, 9, 16, 25};
```

## **Multidimensional Array**

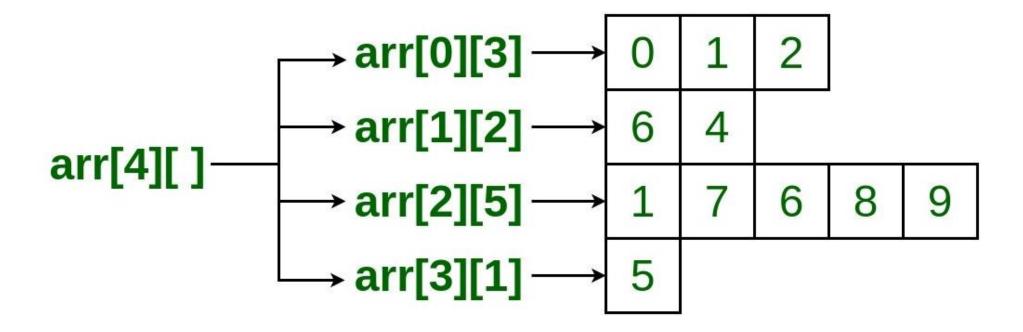


- C# supports multidimensional arrays up to 32 dimensions.
- Multidimensional array can be declared by adding commas in the square brackets.
- For example, [,] declares two-dimensional array, [, ,] declares three-dimensional array, [, , ,] declares four-dimensional array, and so on.

## **Jagged Arrays**



Jagged arrays are arrays of arrays.





# Thank you

Innovative Services





Passionate Employees

Delighted Customers



