```
using System;
using System.Collections.Generic;
using System.Linq;
public static class MyExtension
 // Extension method to calculate the sum of the digits of an integer
  public static int SummaDigit(this int number)
 {
   int sum = 0;
   while (number != 0)
   {
     sum += number % 10;
     number /= 10;
   }
   return sum;
 }
 // Extension method to calculate the sum of a number with its reverse
  public static uint SummaWithReverse(this uint number)
   uint reverseNumber = 0;
   uint n = number;
   while (n > 0)
```

```
{
   reverseNumber = reverseNumber * 10 + n % 10;
   n = 10;
 }
  return number + reverseNumber;
}
// Extension method to count non-letter characters in a string
public static int CountNotLetter(this string str)
{
  int count = 0;
 foreach (char c in str)
  {
   if (!char.lsLetter(c))
   {
     count++;
   }
  }
  return count;
}
// Extension method to check if a day is a weekend
public static bool IsDayOff(this DayOfWeek day)
{
  return day == DayOfWeek.Saturday || day == DayOfWeek.Sunday;
}
// Extension method to filter even positive elements from a sequence of integers
```

```
public static IEnumerable<int> EvenPositiveElements(this IEnumerable<int> source)
 {
    return source. Where (num => num > 0 \&\& num \% 2 == 0);
 }
}
class Program
  static void Main(string[] args)
 {
   // Example usage of extension methods
   int n1 = 1274;
    Console.WriteLine($"Sum of digits of {n1}: {n1.SummaDigit()}");
    uint n2 = 132;
    Console.WriteLine($"Sum of {n2} with its reverse: {n2.SummaWithReverse()}");
    string s = "I like C#";
    Console.WriteLine($"Number of non-letter characters in \"{s}\":
{s.CountNotLetter()}");
    DayOfWeek day = DayOfWeek.Sunday;
    Console.WriteLine($"Is {day} a day off? {day.IsDayOff()}");
    int[] arr = { 2, -2, 3, 4, 0, 6, 1, 9 };
    Console.WriteLine("Even positive elements in array: " + string.Join(", ",
arr.EvenPositiveElements()));
    List<int> list = new List<int> { 2, 3, -4, 8, 5, 4 };
```

```
Console.WriteLine("Even positive elements in list: " + string.Join(", ", list.EvenPositiveElements()));
}
```

OUTPUT:

```
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```