Lab-03

01)

using System;

namespace EvenOddChecker

{

class Program

{

static void Main(string[] args)

{

Console.Write("Enter an integer number: ");

string numberInput = Console.ReadLine();

if (int.TryParse(numberInput, out int number))

{

if (number % 2 == 0)

{

Console.WriteLine("Even");

}

else

{

Console.WriteLine("Odd");

}

}

else

{

Console.WriteLine("Invalid input. Please enter a valid integer number.");

}

Console.ReadKey();

}

}

}

02)

using System;

namespace VowelCounter

{

class Program

{

static void Main(string[] args)

{

Console.Write("Enter a string: ");

string inputString = Console.ReadLine();

string lowerCaseString = inputString.ToLower();

char[] vowels = { 'a', 'e', 'i', 'o', 'u' };

int vowelCount = 0;

foreach (char ch in lowerCaseString)

{

if (Array.IndexOf(vowels, ch) != -1)

{

vowelCount++;

}

}

Console.WriteLine($"Number of vowels in the string: {vowelCount}");

Console.ReadKey();

}

}

}

03)

using System;

namespace DigitSumCalculator

{

class Program

{

static void Main(string[] args)

{

Console.Write("Enter a number: ");

string inputNumber = Console.ReadLine();

if (int.TryParse(inputNumber, out int number))

{

int sumOfDigits = 0;

while (number != 0)

{

int digit = number % 10;

sumOfDigits += digit;

number /= 10;

}

Console.WriteLine($"Sum of digits of the number: {sumOfDigits}");

}

else

{

Console.WriteLine("Invalid input. Please enter a valid integer number.");

}

Console.ReadKey();

}

}

}

04)

using System;

namespace OddNumberSumCalculator

{

class Program {

static void Main(string[] args)

{

Console.Write("Enter a positive integer: ");

string inputNumber = Console.ReadLine();

if (int.TryParse(inputNumber, out int number) && number >= 1)

{

int oddNumberSum = 0;

for (int i = 1; i <= number; i++)

{

if (i % 2 != 0)

{

oddNumberSum += i;

}

}

Console.WriteLine($"Sum of odd numbers from 1 to {number}: {oddNumberSum}");

}

else

{

Console.WriteLine("Invalid input. Please enter a valid positive integer.");

}

Console.ReadKey();

}

}

}