**Lab-05**

Question 03

//CalculateValues.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Q3

{

internal class Program

{

public class CalculateValues

{

public int Addition(int num1, int num2)

{

return num1 + num2;

}

public int Subtraction(int num1, int num2)

{

return num1 - num2;

}

public int Multiplication(int num1, int num2)

{

return num1 \* num2;

}

public int Division(int num1, int num2)

{

if (num2 != 0)

return num1 / num2;

else

{

Console.WriteLine("Error: Cannot divide by zero!");

return 0;

}

}

}

}

}

//Program.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Q03

{

internal class Program

{

class program

{

static void Main(string[] args)

{

Console.WriteLine("Enter two numbers:");

Console.Write("Number 1: ");

int num1 = int.Parse(Console.ReadLine());

Console.Write("Number 2: ");

int num2 = int.Parse(Console.ReadLine());

Console.WriteLine("Choose an operation:");

Console.WriteLine("1. Addition");

Console.WriteLine("2. Subtraction");

Console.WriteLine("3. Multiplication");

Console.WriteLine("4. Division");

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

CalculateValues calculator = new CalculateValues();

int result = 0;

switch (choice)

{

case 1:

result = calculator.Addition(num1, num2);

break;

case 2:

result = calculator.Subtraction(num1, num2);

break;

case 3:

result = calculator.Multiplication(num1, num2);

break;

case 4:

result = calculator.Division(num1, num2);

return;

}

Console.WriteLine($"Result: {result}");

}

}

}

}

Question 04

//HelloWorld.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Q4

{

internal class Program

{

public class HelloWorld

{

private void SayHello()

{

Console.WriteLine("Hello, World!");

}

public void DisplayHelloWorld()

{

SayHello();

}

}

}

}

//Program.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Q04

{

internal class Program

{

class program

{

static void Main(string[] args)

{

Console.WriteLine("Welcome to the Console Application!");

HelloWorld hello = new HelloWorld();

hello.DisplayHelloWorld();

Console.WriteLine("End of the program.");

}

}

}

}