Raya Tabassum

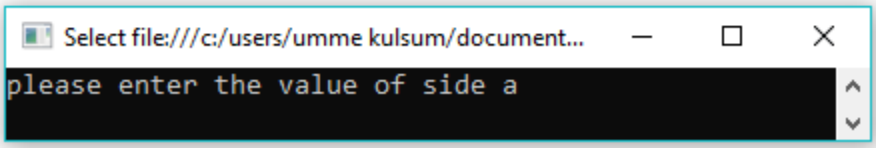
Roll: 420699

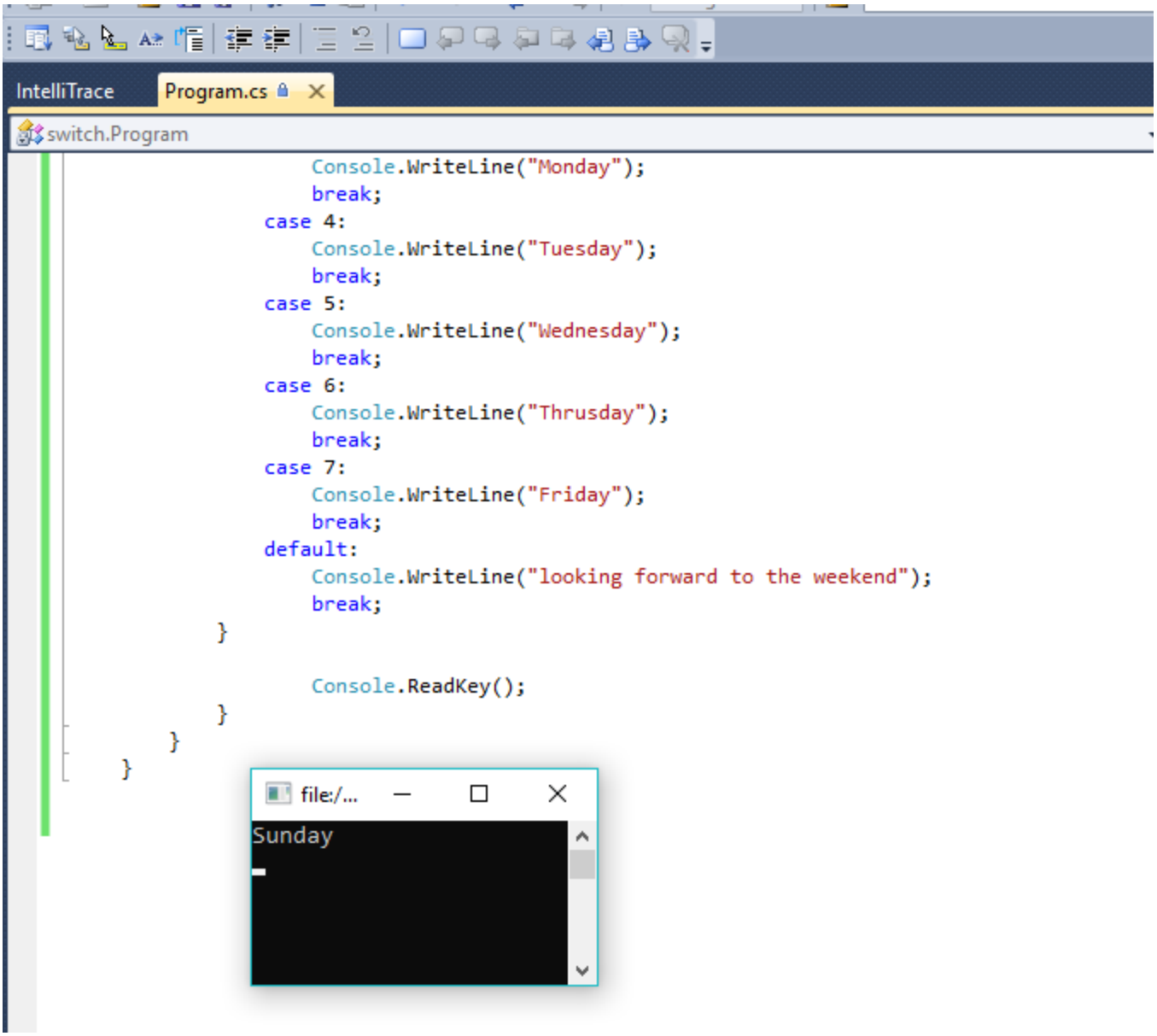
4th/2nd

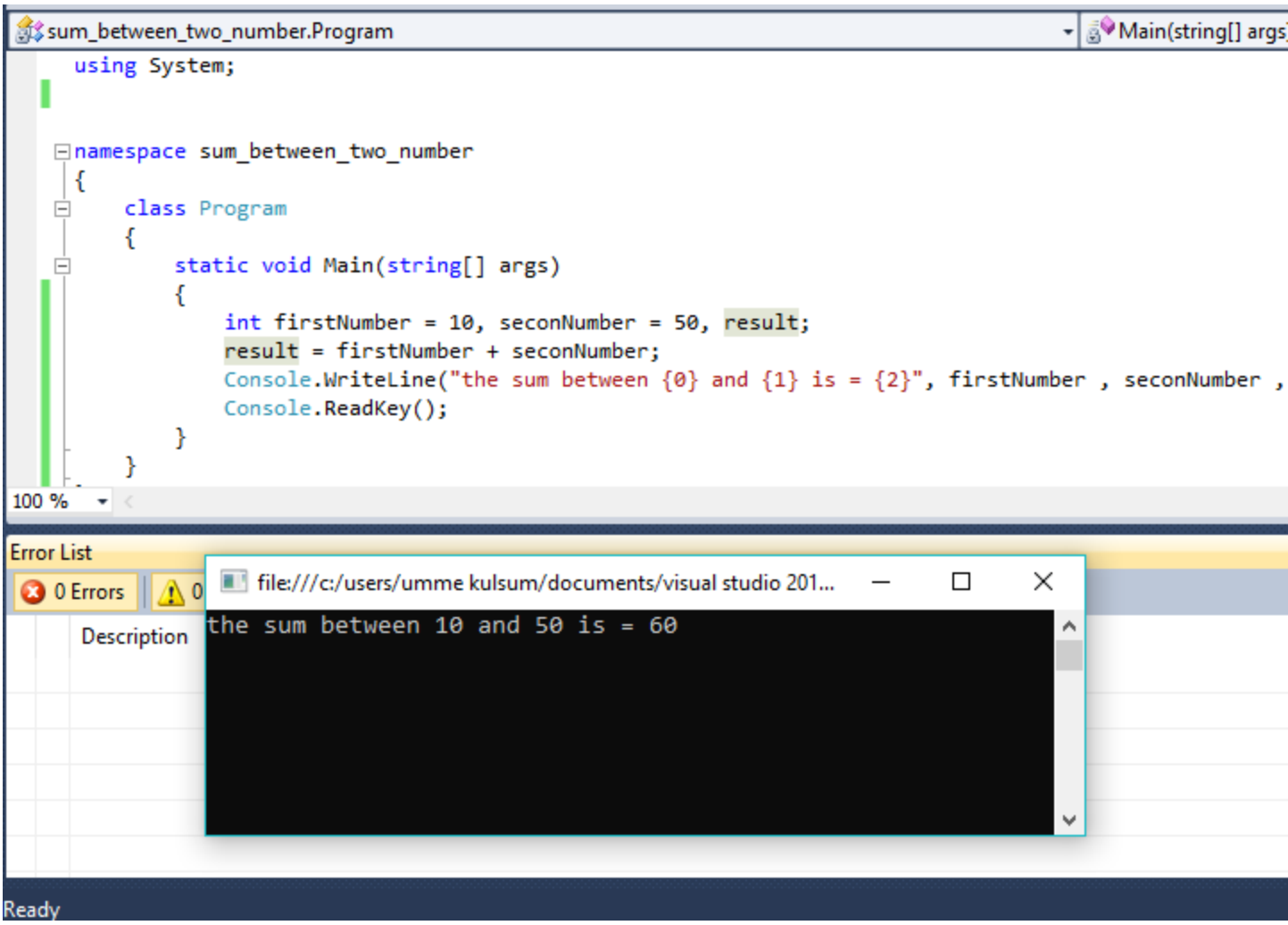
Computer

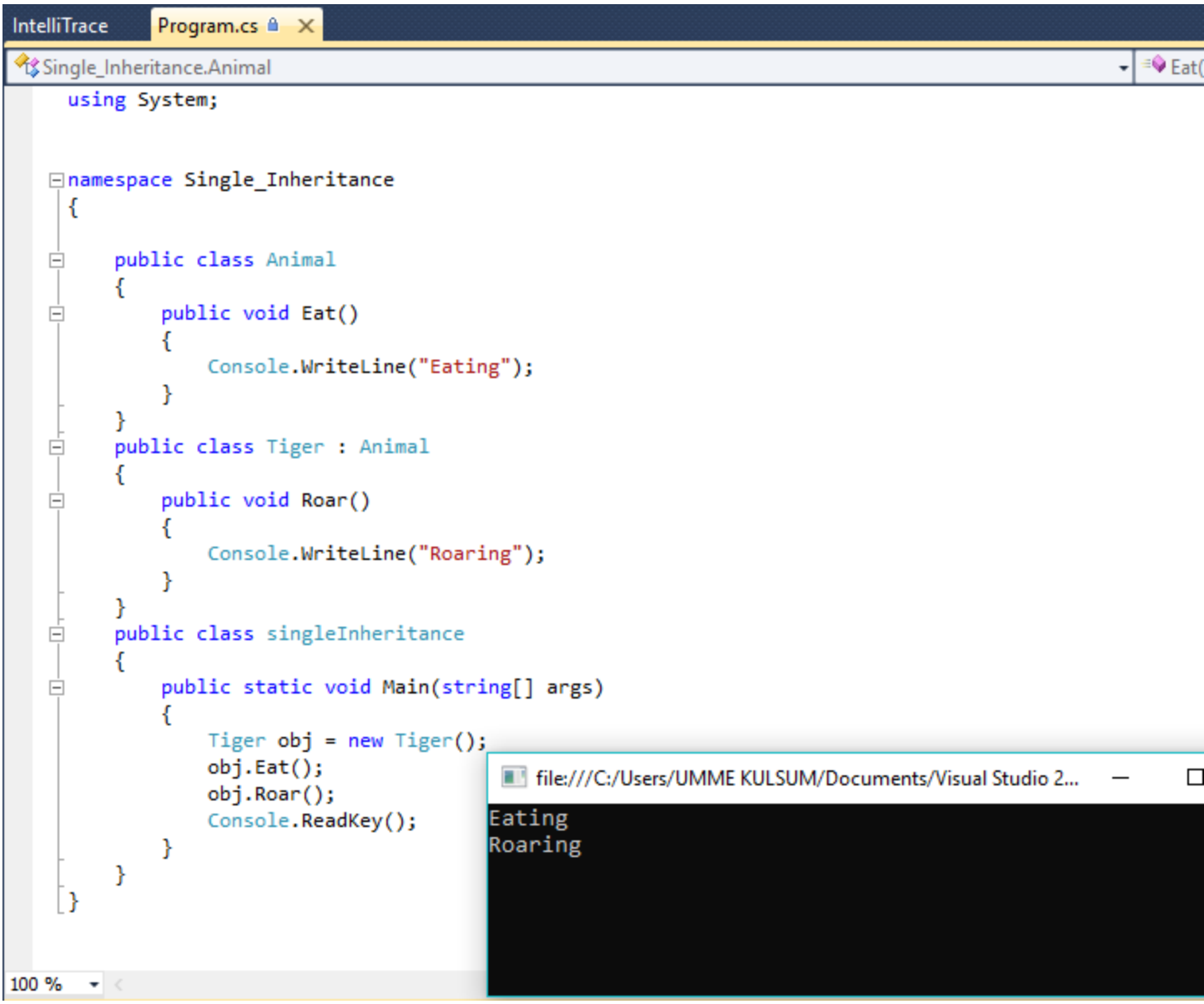
Traingle_Area.Program

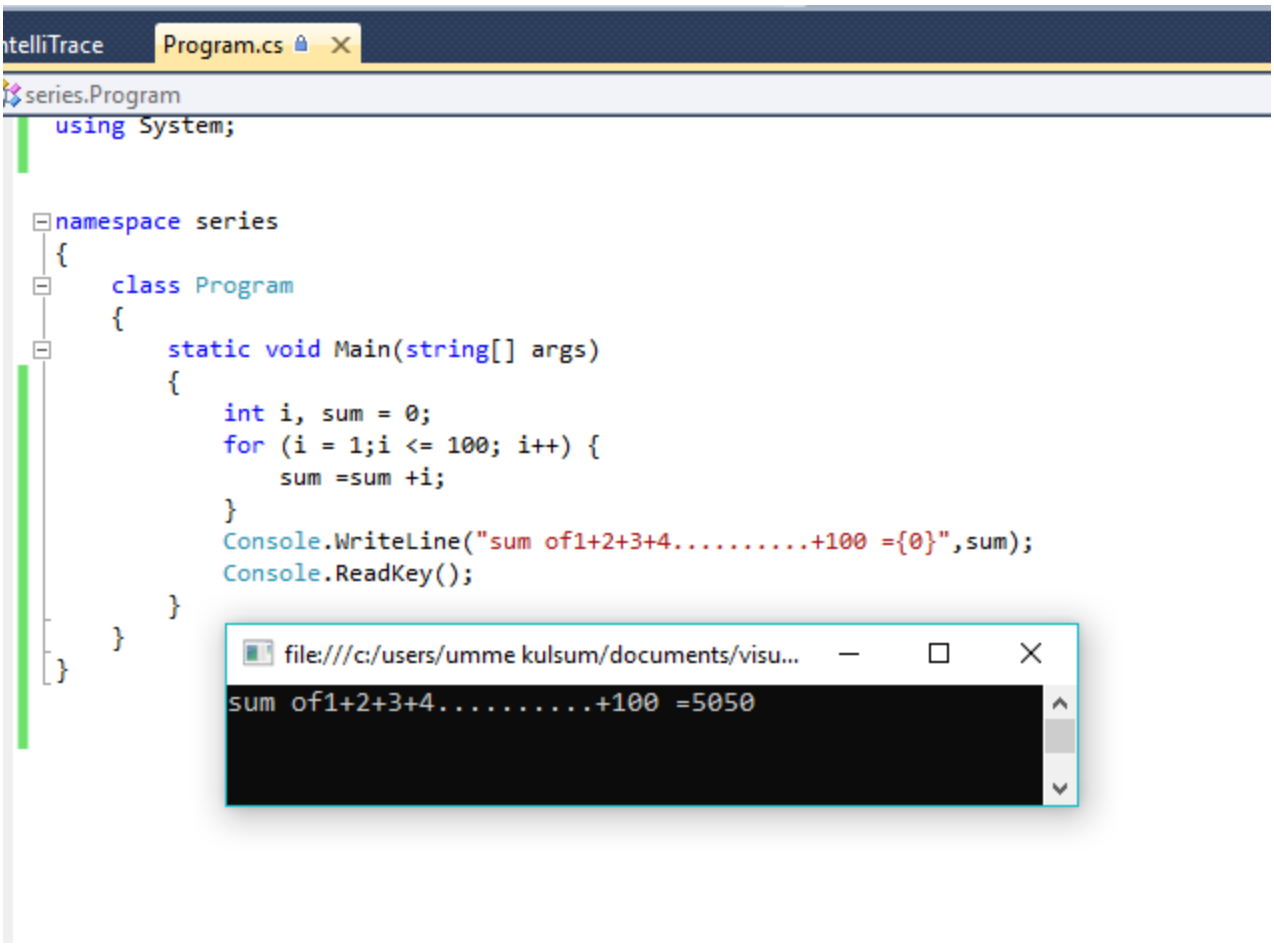
```
using System;

namespace Traingle_Area
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("please enter the value of side a");
            double a = Convert.ToDouble(Console.ReadLine());
            Console.WriteLine("please enter the value of side b");
            double b = Convert.ToDouble(Console.ReadLine());
            Console.WriteLine("please enter the value of side c");
            double c = Convert.ToDouble(Console.ReadLine());
            if (a < 0 || b < 0 || c < 0 || (a + b <= c) || (a + c <= b) || (b + c <= a))
            {
                Console.WriteLine("it is not valid traingle");
                Console.ReadKey();
            }
            else
            {
                double s = (a + b + c) / 2;
                double area = Math.Sqrt(s * (s - a) * (s - b) * (s - c));
                Console.WriteLine("the traingle area is" + area);
                Console.ReadKey();
            }
        }
    }
}
```

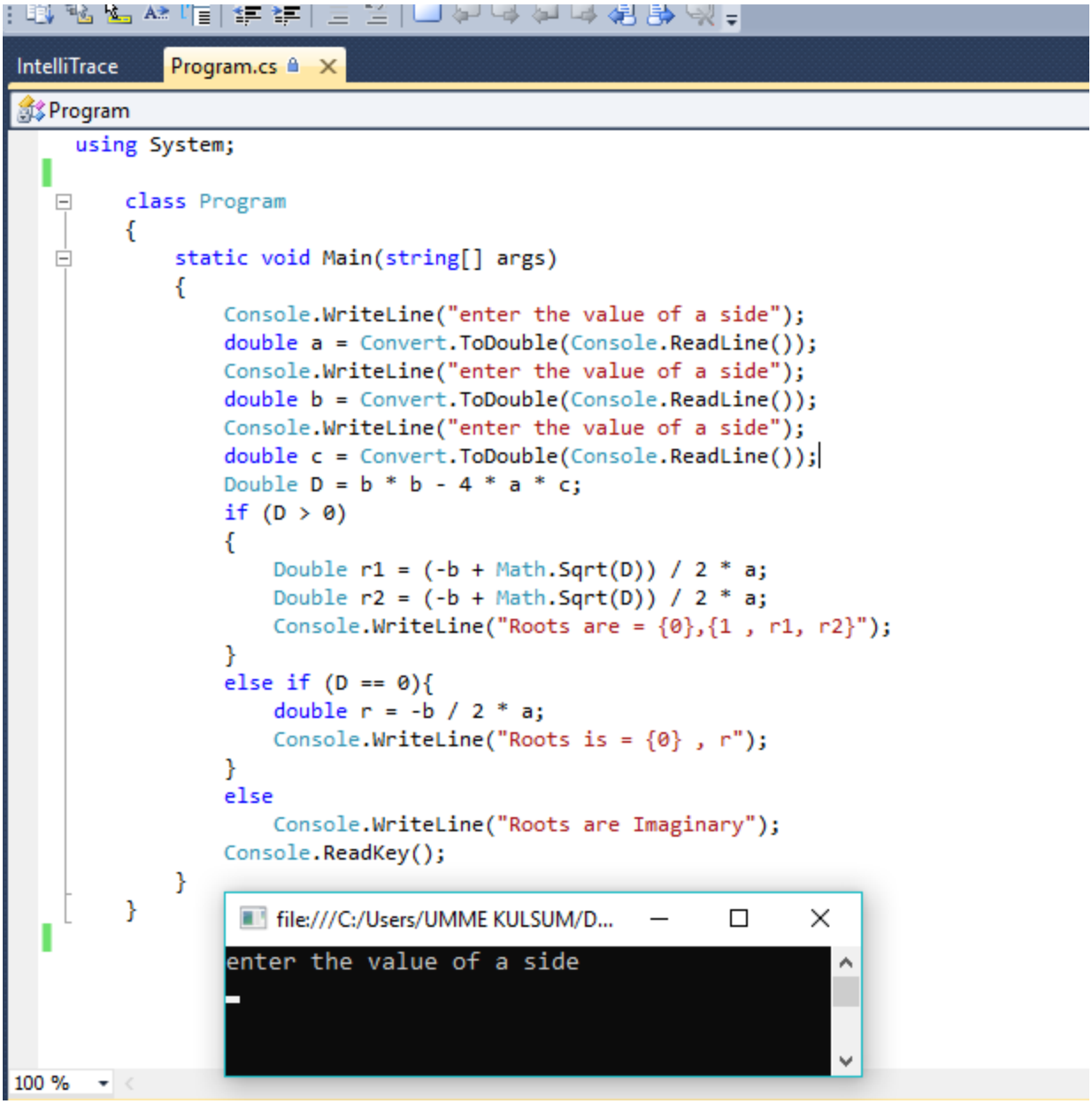


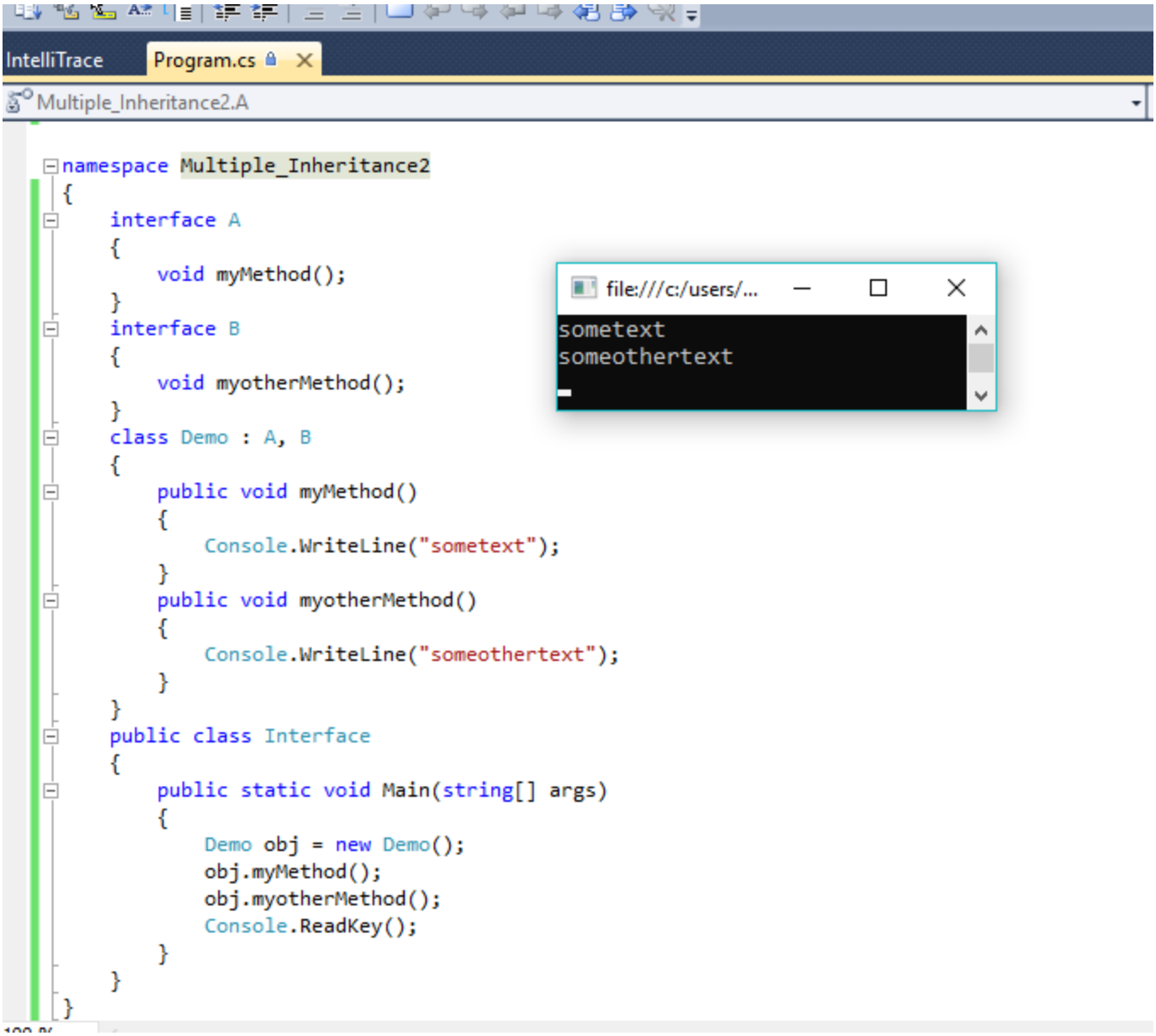

IntelliTrace
Program.cs
switch.Program
Console.WriteLine("Monday");
break;
case 4:
Console.WriteLine("Tuesday");
break;
case 5:
Console.WriteLine("Wednesday");
break;
case 6:
Console.WriteLine("Thrusday");
break;
case 7:
Console.WriteLine("Friday");
break;
default:
Console.WriteLine("looking forward to the weekend");
break;
}
Console.ReadKey();
}
}
}
file:/...
Sunday

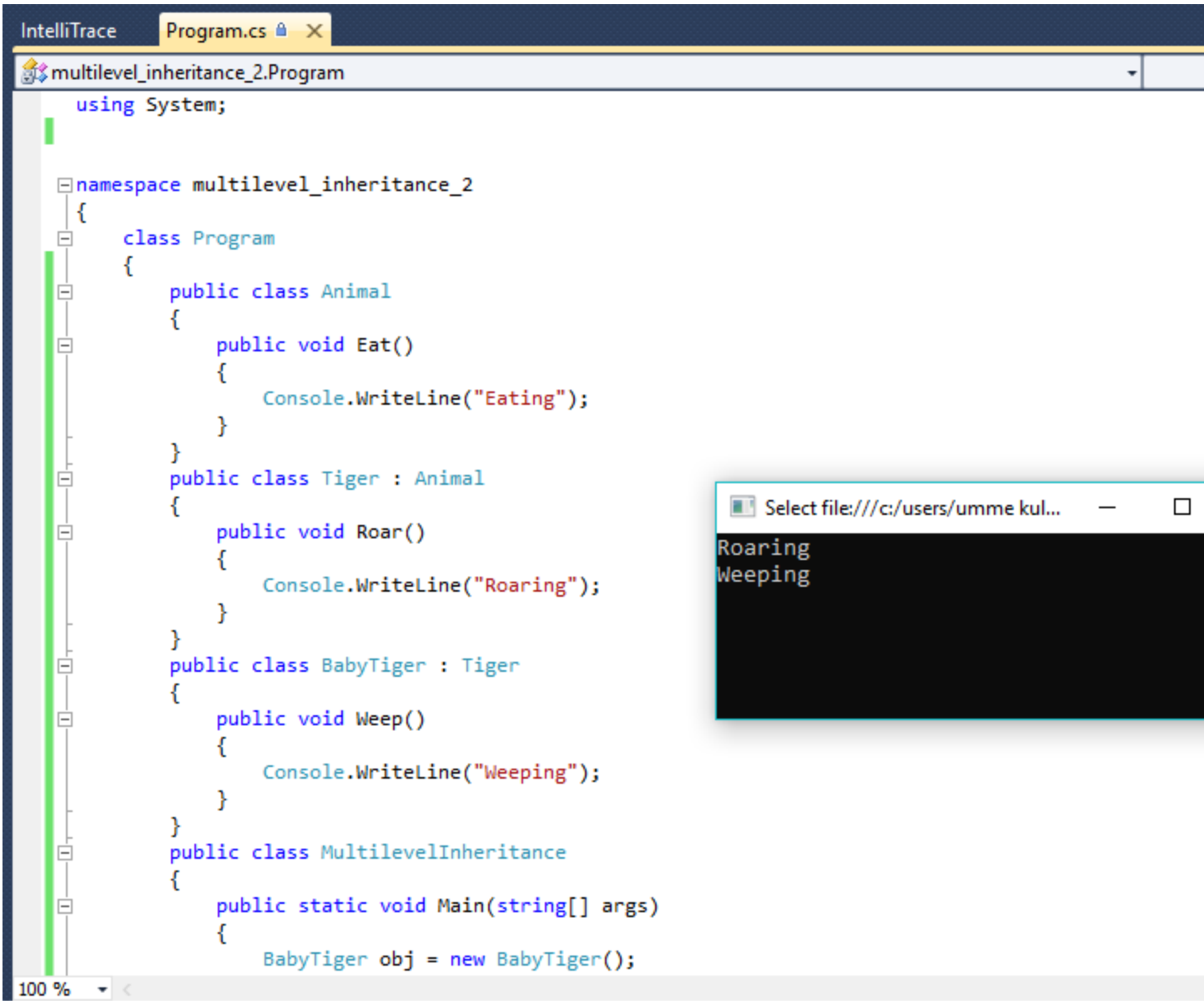

sum_between_two_number.Program
Main(string[] args)
using System;
namespace sum_between_two_number
{
class Program
{
static void Main(string[] args)
{
int firstNumber = 10, seconNumber = 50, result;
result = firstNumber + seconNumber;
Console.WriteLine("the sum between {0} and {1} is = {2}", firstNumber , seconNumber ,
Console.ReadKey();
}
}
100 %
Error List
0 Errors
Description
file:///c:/users/umme kulsum/documents/visual studio 201...
the sum between 10 and 50 is = 60
Ready

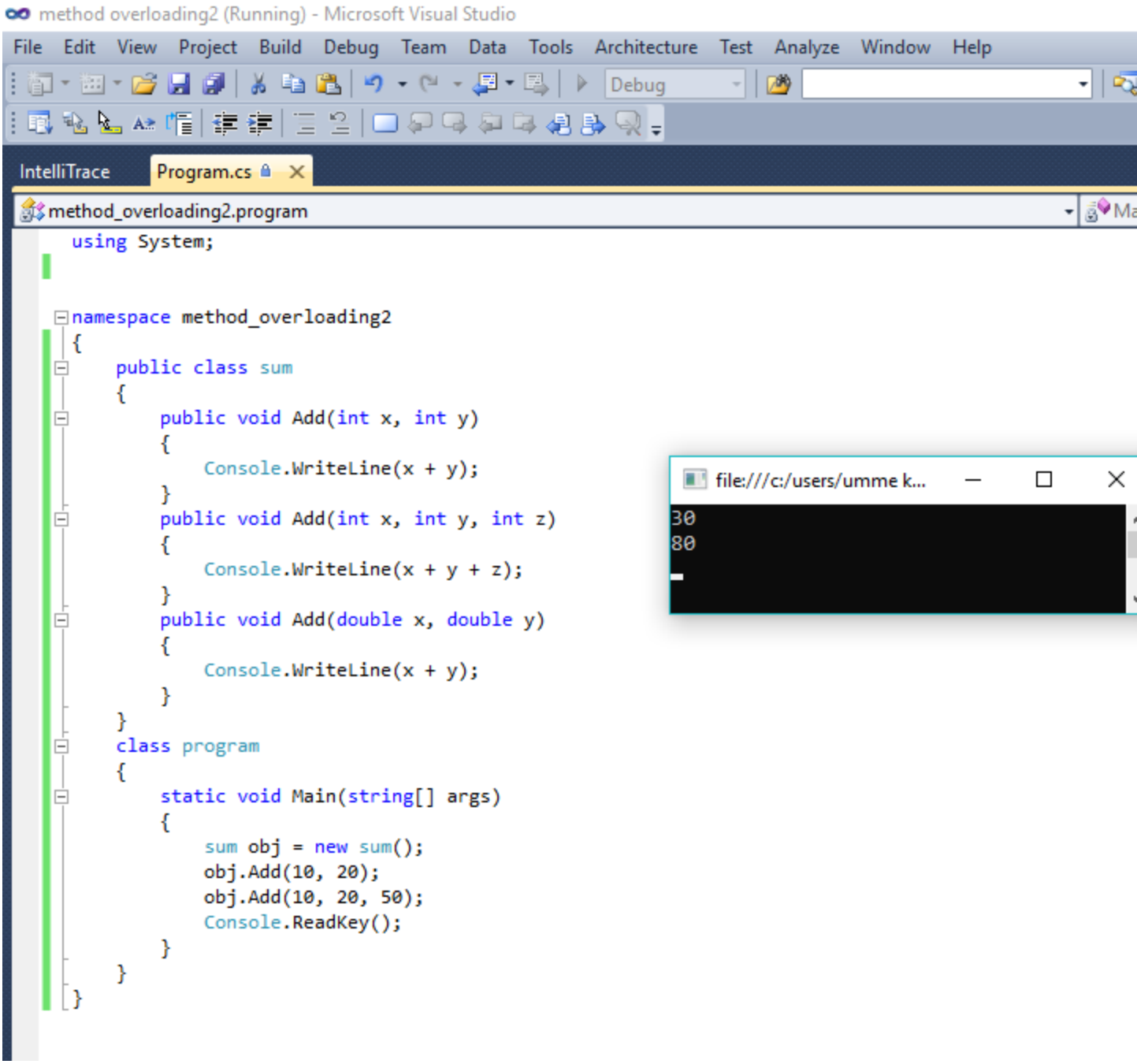

IntelliTrace
Program.cs
Single_Inheritance.Animal
Eat(
using System;
namespace Single_Inheritance
{
public class Animal
{
public void Eat()
{
Console.WriteLine("Eating");
}
}
public class Tiger : Animal
{
public void Roar()
{
Console.WriteLine("Roaring");
}
}
public class singleInheritance
{
public static void Main(string[] args)
{
Tiger obj = new Tiger();
obj.Eat();
obj.Roar();
Console.ReadKey();
}
}
}
100 %
file:///C:/Users/UMME KULSUM/Documents/Visual Studio 2...
Eating
Roaring

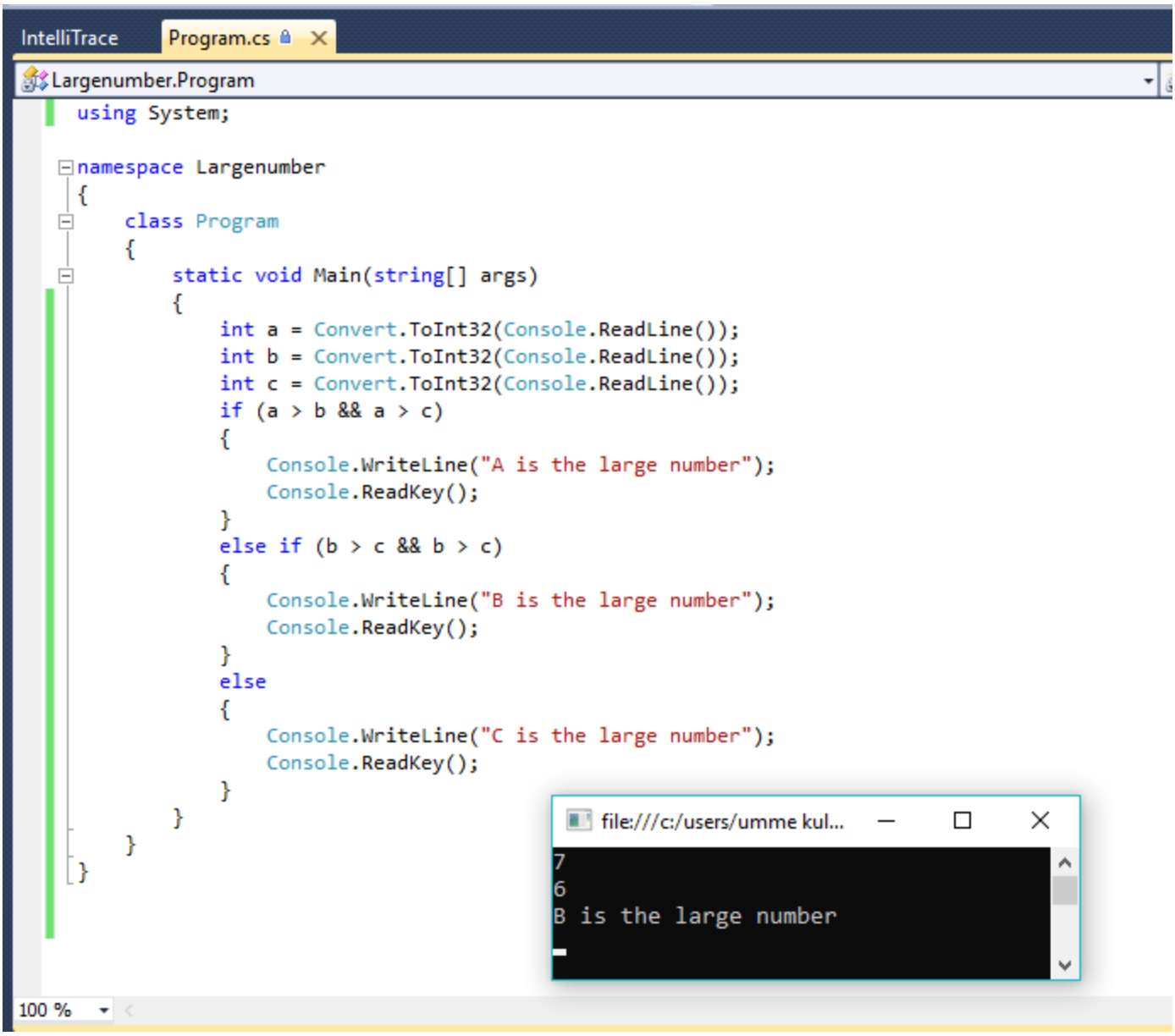

telliTrace
Program.cs
series.Program
using System;
namespace series
{
class Program
{
static void Main(string[] args)
{
int i, sum = 0;
for (i = 1;i <= 100; i++) {
sum =sum +i;
}
Console.WriteLine("sum of1+2+3+4.....+100 ={0}",sum);
Console.ReadKey();
}
}
}
file:///c:/users/umme kulsum/documents/visu...
sum of1+2+3+4.....+100 =5050


IntelliTrace
Program.cs
Program
using System;
class Program
{
static void Main(string[] args)
{
Console.WriteLine("enter the value of a side");
double a = Convert.ToDouble(Console.ReadLine());
Console.WriteLine("enter the value of a side");
double b = Convert.ToDouble(Console.ReadLine());
Console.WriteLine("enter the value of a side");
double c = Convert.ToDouble(Console.ReadLine());
Double D = b * b - 4 * a * c;
if (D > 0)
{
Double r1 = (-b + Math.Sqrt(D)) / 2 * a;
Double r2 = (-b + Math.Sqrt(D)) / 2 * a;
Console.WriteLine("Roots are = {0},{1 , r1, r2}");
}
else if (D == 0){
double r = -b / 2 * a;
Console.WriteLine("Roots is = {0} , r");
}
else
Console.WriteLine("Roots are Imaginary");
Console.ReadKey();
}
}
file:///C:/Users/UMME KULSUM/D...
enter the value of a side
100 %


IntelliTrace
Program.cs
Multiple_Inheritance2.A
namespace Multiple_Inheritance2
{
interface A
{
void myMethod();
}
interface B
{
void myotherMethod();
}
class Demo : A, B
{
public void myMethod()
{
Console.WriteLine("sometext");
}
public void myotherMethod()
{
Console.WriteLine("someothertext");
}
}
public class Interface
{
public static void Main(string[] args)
{
Demo obj = new Demo();
obj.myMethod();
obj.myotherMethod();
Console.ReadKey();
}
}
}
file:///c:/users/...
sometext
someothertext


IntelliTrace
Program.cs
multilevel_inheritance_2.Program
using System;
namespace multilevel_inheritance_2
{
class Program
{
public class Animal
{
public void Eat()
{
Console.WriteLine("Eating");
}
}
public class Tiger : Animal
{
public void Roar()
{
Console.WriteLine("Roaring");
}
}
public class BabyTiger : Tiger
{
public void Weep()
{
Console.WriteLine("Weeping");
}
}
public class MultilevelInheritance
{
public static void Main(string[] args)
{
BabyTiger obj = new BabyTiger();
100 %
Select file:///c:/users/umme kul...
Roaring
Weeping

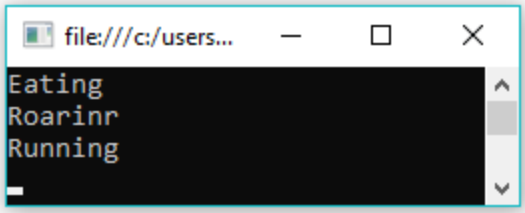

method overloading2 (Running) - Microsoft Visual Studio
File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help
Debug
IntelliTrace
Program.cs
method_overloading2.program
using System;
namespace method_overloading2
{
public class sum
{
public void Add(int x, int y)
{
Console.WriteLine(x + y);
}
public void Add(int x, int y, int z)
{
Console.WriteLine(x + y + z);
}
public void Add(double x, double y)
{
Console.WriteLine(x + y);
}
}
class program
{
static void Main(string[] args)
{
sum obj = new sum();
obj.Add(10, 20);
obj.Add(10, 20, 50);
Console.ReadKey();
}
}
}
file:///c:/users/umme k...
30
80

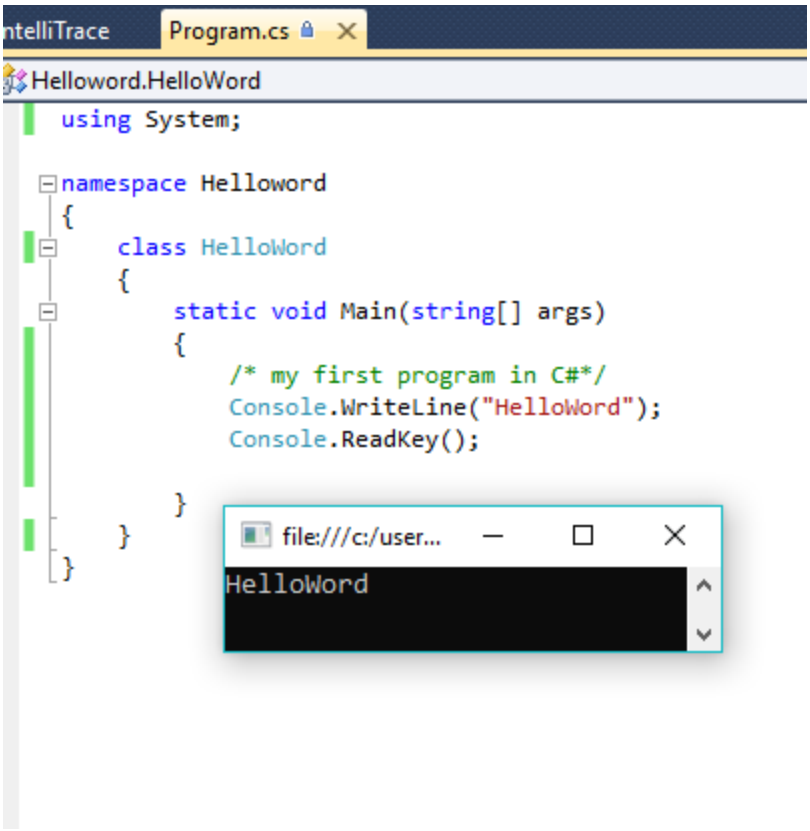

IntelliTrace
Program.cs
Largenumber.Program
using System;
namespace Largenumber
{
class Program
{
static void Main(string[] args)
{
int a = Convert.ToInt32(Console.ReadLine());
int b = Convert.ToInt32(Console.ReadLine());
int c = Convert.ToInt32(Console.ReadLine());
if (a > b && a > c)
{
Console.WriteLine("A is the large number");
Console.ReadKey();
}
else if (b > c && b > c)
{
Console.WriteLine("B is the large number");
Console.ReadKey();
}
else
{
Console.WriteLine("C is the large number");
Console.ReadKey();
}
}
}
}
file:///c:/users/umme kul...
7
6
B is the large number
100 %

hierarchical_inheritance1.Tiger

```
        public void Eat()
        {
            Console.WriteLine("Eating");
        }
    }
    public class Tiger : Animal
    {
        public void Roar()
        {
            Console.WriteLine("Roarinr");
        }
    }
    public class Lion : Tiger
    {
        public void Run()
        {
            Console.WriteLine("Running");
        }
    }
    public class HierarchicalInheritance
    {
        public static void Main(string[] args)
        {
            Animal obj = new Animal();
            Tiger obj1 = new Tiger();
            Lion obj2 = new Lion();
            obj.Eat();
            obj1.Roar();
            obj2.Run();
            Console.ReadKey();
        }
    }
}
```

100 %

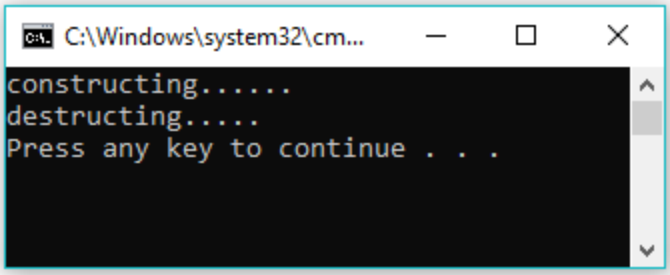


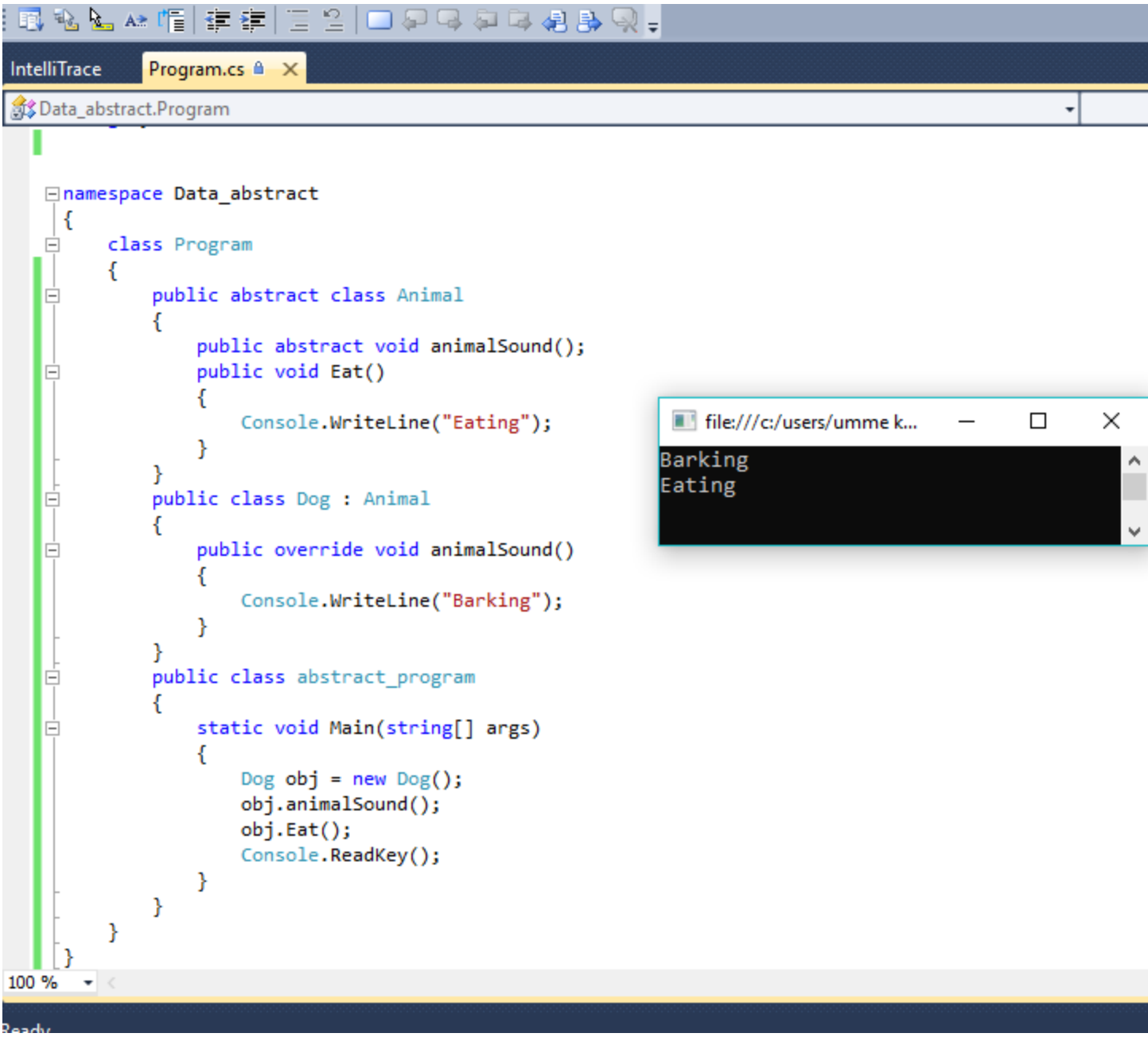

ntelliTrace
Program.cs
Helloword.HelloWord
using System;
namespace Helloword
{
class HelloWord
{
static void Main(string[] args)
{
/* my first program in C#*/
Console.WriteLine("HelloWord");
Console.ReadKey();
}
}
}
file:///c:/user...
HelloWord

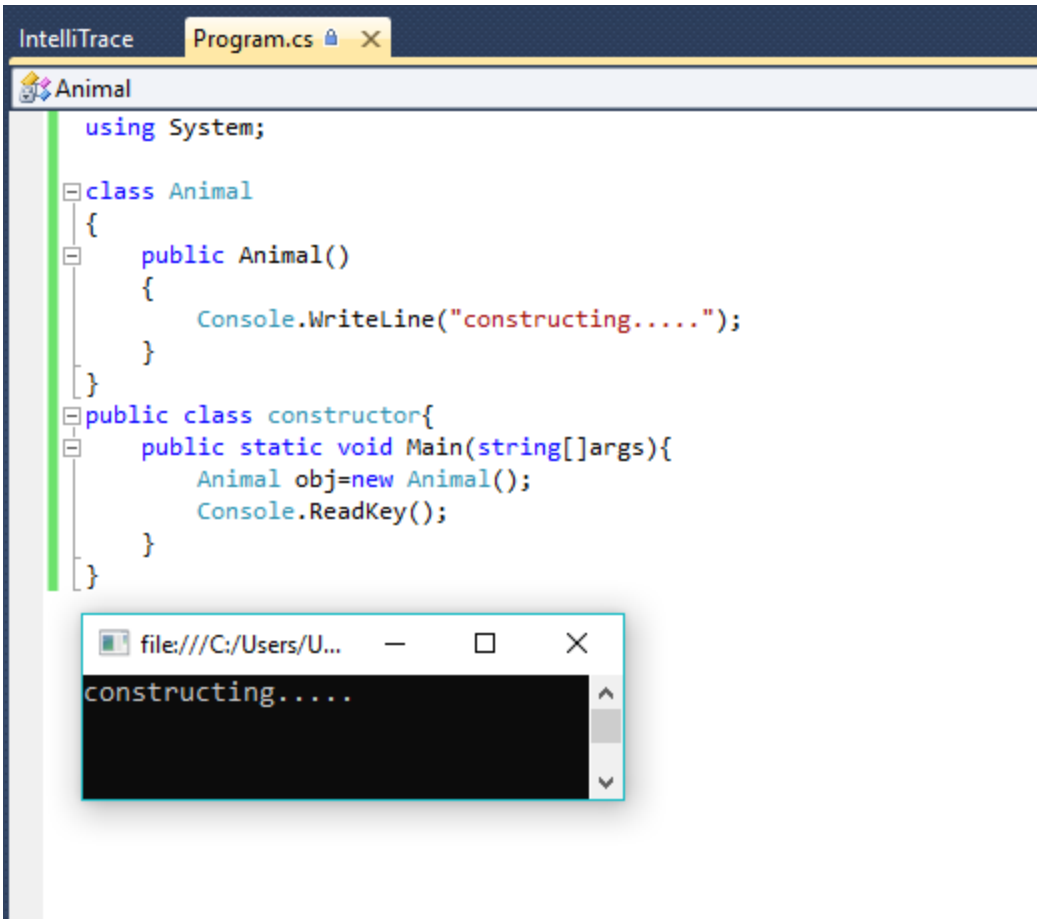
Program.cs

Destructor_method1.destructor

```
using System;

namespace Destructor_method1
{

    class Animal1
    {
        public Animal1()
        {
            Console.WriteLine("constructing......");
        }
        ~Animal1()
        {
            Console.WriteLine("destructing.....");
        }
    }
    public class destructor
    {
        static void Main(string[] args)
        {
            Animal1 obj = new Animal1();
        }
    }
}
```




IntelliTrace
Program.cs
Data_abstract.Program
namespace Data_abstract
{
class Program
{
public abstract class Animal
{
public abstract void animalSound();
public void Eat()
{
Console.WriteLine("Eating");
}
}
public class Dog : Animal
{
public override void animalSound()
{
Console.WriteLine("Barking");
}
}
public class abstract_program
{
static void Main(string[] args)
{
Dog obj = new Dog();
obj.animalSound();
obj.Eat();
Console.ReadKey();
}
}
}
}
100 %
file:///c:/users/umme k...
Barking
Eating


IntelliTrace
Program.cs
Animal
using System;
class Animal
{
public Animal()
{
Console.WriteLine("constructing.....");
}
}
public class constructor{
public static void Main(string[]args){
Animal obj=new Animal();
Console.ReadKey();
}
}
file:///C:/Users/U...
constructing.....

ASCII_value.Program

```
using System;

namespace ASCII_value
{
    class Program
    {
        static void Main(string[] args)
        {
            int a = 10;
            ++a;
            a++;
            Console.WriteLine("a");
            Console.ReadKey();
        }
    }
}
```