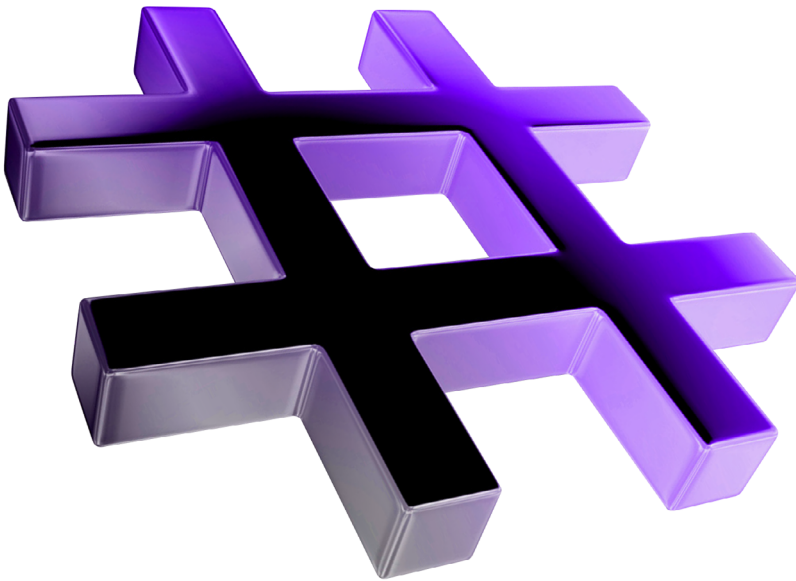


Introduction to C# App Programming

3



Objectives

In this chapter you'll:

- Write simple C# apps using code rather than visual programming.
- Input data from the keyboard and output data to the screen.
- Use C# 6's **string** interpolation to create formatted **strings** by inserting values into **string** literals.
- Declare and use data of various types.
- Store data in memory and retrieve it.
- Use arithmetic operators.
- Determine the order in which operators are applied.
- Write decision-making statements with equality and relational operators.

Self-Review Exercises

3.1 Fill in the blanks in each of the following statements:

a) A(n) _____ begins the body of every method, and a(n) _____ ends the body of every method.

ANS: left brace {, right brace }.

b) Most statements end with a(n) _____.

ANS: semicolon ;).

c) The _____ statement is used to make decisions.

ANS: if.

d) _____ begins a single-line comment.

ANS: //.

e) _____, _____ and _____ are called whitespace. Newline characters are also considered whitespace.

ANS: Blank lines, space characters, tab characters.

f) _____ are reserved for use by C#.

ANS: Keywords.

g) C# apps begin execution at method _____.

ANS: Main.

h) Methods _____ and _____ display information in the console window.

ANS: Console.WriteLine and Console.Write.

i) _____ enables you to insert values directly into a string literal.

ANS: string interpolation.

3.2 State whether each of the following is *true* or *false*. If *false*, explain why.

a) Comments cause the computer to display the text after the // on the screen when the app executes.

ANS: False. Comments do not cause any action to be performed when the app executes. They're used to document apps and improve their readability.

b) C# considers the variables `number` and `NUMBER` to be identical.

ANS: False. C# is case sensitive, so these variables are distinct.

c) The remainder operator (%) can be used only with integer operands.

ANS: False. The remainder operator also can be used with noninteger operands in C#.

d) The arithmetic operators *, /, %, + and - all have the same level of precedence.

ANS: False. The operators *, / and % are on the same level of precedence, and the operators + and - are on a lower level of precedence.

e) An interpolated string must begin with a \$ before the string literal.

ANS: True.

3.3 Write statements to accomplish each of the following tasks:

a) Declare variables `c`, `thisIsAVariable`, `q76354` and `number` to be of type `int`.

ANS: `int c;`

`int thisIsAVariable;`

`int q76354;`

`int number;`

b) Prompt the user to enter an integer.

ANS: `Console.WriteLine("Enter an integer: ");`

c) Input an integer and assign the result to `int` variable `value`.

ANS: `value = int.Parse(Console.ReadLine());`

d) If the variable `number` is not equal to 7, display "The variable number is not equal to 7".

```
ANS: if (number != 7)
    {
        Console.WriteLine("The variable number is not equal to 7");
    }
```

e) Display "This is a C# app" on one line in the console window.

```
ANS: Console.WriteLine("This is a C# app");
```

f) Display "This is a C# app" on two lines in the console window. The first line should end with C#. Use method `Console.WriteLine`.

```
ANS: Console.WriteLine("This is a C#\napp");
```

g) Write a statement that uses string interpolation to display the sum of the variables `x` and `y`. Assume variables `x` and `y` of type `int` exist and already have values.

```
ANS: Console.WriteLine($"The sum of {x} and {y} is {x + y}");
```

3.4 Identify and correct the errors in each of the following statements:

```
a) if (c < 7);
    {
        Console.WriteLine("c is less than 7");
    }
```

ANS: *Error:* Semicolon after the right parenthesis of the condition (`c < 7`) in the `if` statement.

Correction: Remove the semicolon after the right parenthesis. [Note: With the semicolon, the output statement executes regardless of whether the condition in the `if` is true.]

```
b) if (c => 7)
    {
        Console.WriteLine("c is equal to or greater than 7");
    }
```

ANS: *Error:* The relational operator `=>` is incorrect.

Correction: Change `=>` to `>=`.

3.5 Write declarations, statements or comments that accomplish each of the following tasks:

a) State that an app will calculate the product of three integers.

```
ANS: // Calculating the product of three integers
```

b) Declare the variables `x`, `y`, `z` and `result` to be of type `int`.

```
ANS: int x;
     int y;
     int z;
     int result;
```

c) Prompt the user to enter the first integer.

```
ANS: Console.Write("Enter first integer: ");
```

d) Read the first integer from the user and store it in the variable `x`.

```
ANS: x = int.Parse(Console.ReadLine());
```

e) Prompt the user to enter the second integer.

```
ANS: Console.Write("Enter second integer: ");
```

f) Read the second integer from the user and store it in the variable `y`.

```
ANS: y = int.Parse(Console.ReadLine());
```

g) Prompt the user to enter the third integer.

```
ANS: Console.Write("Enter third integer: ");
```

h) Read the third integer from the user and store it in the variable `z`.

```
ANS: z = int.Parse(Console.ReadLine());
```

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- i) Compute the product of the three integers contained in variables `x`, `y` and `z`, and assign the result to the variable `result`.

ANS: `result = x * y * z;`

- j) Display the message "Product is", followed by the value of the variable `result`—use string interpolation.

ANS: `Console.WriteLine($"Product is {result}");`

3.6 Using the statements you wrote in Exercise 3.5, write a complete app that calculates and displays the product of three integers.

ANS: The solution to Self-Review Exercise 3.6 is as follows:

```
1 // Exercise 3.6: Product.cs
2 // Calculating the product of three integers.
3 using System;
4
5 class Product
6 {
7     static void Main()
8     {
9         int x; // stores first number to be entered by user
10        int y; // stores second number to be entered by user
11        int z; // stores third number to be entered by user
12        int result; // product of numbers
13
14        Console.Write("Enter first integer: "); // prompt for input
15        x = int.Parse(Console.ReadLine()); // read first integer
16
17        Console.Write("Enter second integer: "); // prompt for input
18        y = int.Parse(Console.ReadLine()); // read second integer
19
20        Console.Write("Enter third integer: "); // prompt for input
21        z = int.Parse(Console.ReadLine()); // read third integer
22
23        result = x * y * z; // calculate the product of the numbers
24        Console.WriteLine($"Product is {result}");
25    } // end Main
26 } // end class Product
```

```
Enter first integer: 10
Enter second integer: 20
Enter third integer: 30
Product is 6000
```

Fig. 3.1 | Solution to Exercise 3.6.

Exercises

Note: Solutions to the code exercises are located in the `so1_ch03` folder

3.7 Fill in the blanks in each of the following statements:

- a) _____ are used to document an app and improve its readability.

ANS: Comments.

- b) A decision can be made in a C# app with a(n) _____.

ANS: `if` statement.

- c) Calculations are normally performed by _____ statements.

ANS: assignment.

d) The arithmetic operators with the same precedence as multiplication are _____ and _____.

ANS: division (/), remainder (%)

e) When parentheses in an arithmetic expression are nested, the _____ set of parentheses is evaluated first.

ANS: innermost.

f) A location in the computer's memory that may contain different values at various times throughout the execution of an app is called a(n) _____.

ANS: innermost.

3.8 Write C# statements that accomplish each of the following tasks:

a) Display the message "Enter an integer: ", leaving the cursor on the same line.

ANS: `Console.WriteLine("Enter an integer: ");`

b) Assign the product of variables b and c to variable a.

ANS: `a = b * c;`

c) State that an app performs a simple payroll calculation (i.e., use text that helps to document an app).

ANS: `// This application performs a simple payroll calculation.`

3.9 State whether each of the following is *true* or *false*. If *false*, explain why.

a) C# operators are evaluated from left to right.

ANS: False. Some operators (e.g., assignment, =) evaluate from right to left.

b) The following are all valid variable names: `_under_bar_`, `m928134`, `t5`, `j7`, `her_sales`, `his_account_total`, `a`, `b`, `c`, `z` and `z2`.

ANS: True.

c) A valid C# arithmetic expression with no parentheses is evaluated from left to right.

ANS: False. The expression is evaluated according to operator precedence and associativity.

d) The following are all invalid variable names: `3g`, `87`, `67h2`, `h22` and `2h`.

ANS: False. Identifier `h22` is a valid variable name.

3.10 Assuming that `x = 2` and `y = 3`, what does each of the following statements display?

a) `Console.WriteLine($"x = {x}");`

ANS: `x = 2`

b) `Console.WriteLine($"Value of {x} + {x} is {x + x}");`

ANS: Value of 2 + 2 is 4

c) `Console.WriteLine("x =");`

ANS: `x =`

d) `Console.WriteLine($"x + y = {y + x}");`

ANS: `5 = 5`

3.11 Which of the following C# statements contain variables whose values are modified?

a) `p = i + j + k + 7;`

b) `Console.WriteLine("variables whose values are modified");`

c) `Console.WriteLine("a = 5");`

d) `value = int.Parse(Console.ReadLine());`

ANS: (a) and (d)

3.12 Given that $y = ax^3 + 7$, which of the following are correct C# statements for this equation?

a) `y = a * x * x * x + 7;`

b) `y = a * x * x * (x + 7);`

c) `y = (a * x) * x * (x + 7);`

d) `y = (a * x) * x * x + 7;`

e) `y = a * (x * x * x) + 7;`

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f) $y = a * x * (x * x + 7);$

ANS: (a), (d), (e).

3.13 (*Order of Evaluation*) State the order of evaluation of the operators in each of the following C# statements and show the value of x after each statement is performed:

a) $x = 7 + 3 * 6 / 2 - 1;$

ANS: *, /, +, -, =; Value of x is 15.

b) $x = 2 \% 2 + 2 * 2 - 2 / 2;$

ANS: %, *, /, +, -, =; Value of x is 3.

c) $x = (3 * 9 * (3 + (9 * 3 / (3)))));$

ANS: $x = (3 * 9 * (3 + (9 * 3 / (3)))));$
6 4 5 3 1 2

Value of x is 324.

3.19 What does the following code display?

```
Console.WriteLine("*\n**\n***\n****\n*****");
```

ANS:

```
*
**
***
****
*****
```

3.20 What does the following code display?

```
Console.WriteLine("*");
Console.WriteLine("***");
Console.WriteLine("*****");
Console.WriteLine("****");
Console.WriteLine("**");
```

ANS:

```
*
***
*****
****
**
```

3.21 What does the following code display?

```
Console.Write("*");
Console.Write("***");
Console.Write("*****");
Console.Write("****");
Console.WriteLine("**");
```

ANS:

```
*****
```

3.22 What does the following code display?

```
Console.Write("*");  
Console.WriteLine("***");  
Console.WriteLine("*****");  
Console.Write("*****");  
Console.WriteLine("***");
```

ANS:

```
****  
*****  
*****
```

3.23 What does the following code display?

```
string s1 = "*";  
string s2 = "***";  
string s3 = "*****";  
Console.WriteLine($"{s1}\n{s2}\n{s3}");
```

ANS:

```
*  
***  
*****
```