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Signature of Student G.N

Date: 13 May 2025

Table of Contents

Question 1.....	3
Code:	3
Source Code:	4
Output:.....	7
Question 2.....	9
code.....	9
Source Code:	9
Output:.....	11
Question 3.....	13
Code:	13
Source Code:	13
Output:.....	16
Question 4.....	18
Code:	18
Source Code:	19
OUTPUT:.....	20

Question 1

Code:

The screenshot shows a Visual Studio IDE with a C# project named 'Question1'. The main file, 'Program.cs', contains the following code:

```
using System;

class Program
{
    enum Zone
    {
        School = 1,
        City = 2,
        Highway = 3
    }

    enum SpeedLimit
    {
        School = 20,
        City = 30,
        Highway = 55
    }

    static void Main()
    {
        Console.WriteLine("*****");
        Console.WriteLine("Please enter a zone Number");
        Console.WriteLine("1. School");
        Console.WriteLine("2. City");
        Console.WriteLine("3. Highway");
        Console.WriteLine("*****");

        int zoneInput;
        bool validZone = false;

        do
        {
            if (!int.TryParse(Console.ReadLine(), out zoneInput) || zoneInput < 1 || zoneInput > 3)
            {
                Console.WriteLine("Invalid input. Please enter 1, 2, or 3.");
            }
            else
            {
                validZone = true;
            }
        } while (!validZone);

        Zone selectedZone = (Zone)zoneInput;

        Console.WriteLine("\nPlease enter your current speed");
        int speed;
        while (!int.TryParse(Console.ReadLine(), out speed) || speed < 0)
        {
            Console.WriteLine("Invalid speed. Please enter a positive number.");
        }

        int speedLimit = 0;
        string zoneName = "";

        switch (selectedZone)
        {
            case Zone.School:
                speedLimit = (int)SpeedLimit.School;
                zoneName = "School Zone";
                break;
            case Zone.City:
                speedLimit = (int)SpeedLimit.City;
                zoneName = "City Zone";
                break;
            case Zone.Highway:
                speedLimit = (int)SpeedLimit.Highway;
                zoneName = "Highway Zone";
                break;
        }

        if (speed > speedLimit)
        {
            Console.WriteLine($"Please slow down and maintain the speed limit of {speedLimit} in the {zoneName}.");
        }
        else
        {
            Console.WriteLine($"Thank you for keeping within the speed limit of {speedLimit} in the {zoneName}!");
        }
    }
}
```

The interface includes a Solution Explorer on the right showing the project structure, a Properties window, and an Output window at the bottom. The status bar at the bottom indicates '100%' zoom, 'No issues found', and the current line is 18, column 5.

Source Code:

```
using System;
```

```
class Program
```

```
{
```

```
    enum Zone
```

```
    {
```

```
        School = 1,
```

```
        City = 2,
```

```
        Highway = 3
```

```
    }
```

```
    enum SpeedLimit
```

```
    {
```

```
        School = 20,
```

```
        City = 30,
```

```
        Highway = 55
```

```
    }
```

```
    static void Main()
```

```
    {
```

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

```
        Console.WriteLine("Please enter a zone Number");
```

```
        Console.WriteLine("1. School");
```

```
        Console.WriteLine("2. City");
```

```
        Console.WriteLine("3. Highway");
```

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

```
        int zoneInput;
```

```
        bool validZone = false;
```

```
do
{
    if (!int.TryParse(Console.ReadLine(), out zoneInput) ||
        zoneInput < 1 || zoneInput > 3)
    {
        Console.WriteLine("Invalid input. Please enter 1, 2, or 3 for the zone.");
    }
    else
    {
        validZone = true;
    }
} while (!validZone);
```

```
Zone selectedZone = (Zone)zoneInput;
```

```
Console.WriteLine("\nPlease enter your current speed");
int speed;
while (!int.TryParse(Console.ReadLine(), out speed) || speed < 0)
{
    Console.WriteLine("Invalid speed. Please enter a positive number.");
}
```

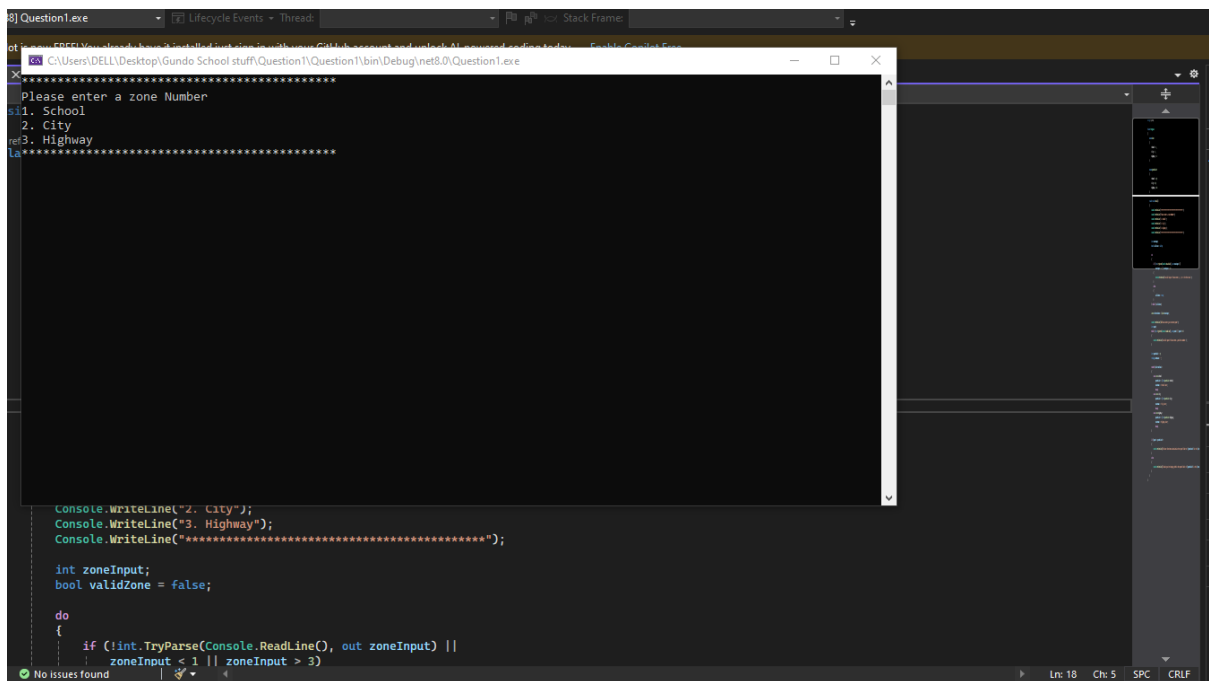
```
int speedLimit = 0;
string zoneName = "";
```

```
switch (selectedZone)
{
    case Zone.School:
        speedLimit = (int)SpeedLimit.School;
        zoneName = "School Zone";
        break;
```

```
case Zone.City:
    speedLimit = (int)SpeedLimit.City;
    zoneName = "City Zone";
    break;
case Zone.Highway:
    speedLimit = (int)SpeedLimit.Highway;
    zoneName = "Highway Zone";
    break;
}

if (speed > speedLimit)
{
    Console.WriteLine($"Please slow down and maintain the speed limit of {speedLimit} in the
{zoneName}");
}
else
{
    Console.WriteLine($"Thank you for keeping within the speed limit of {speedLimit} in the
{zoneName}");
}
}
```

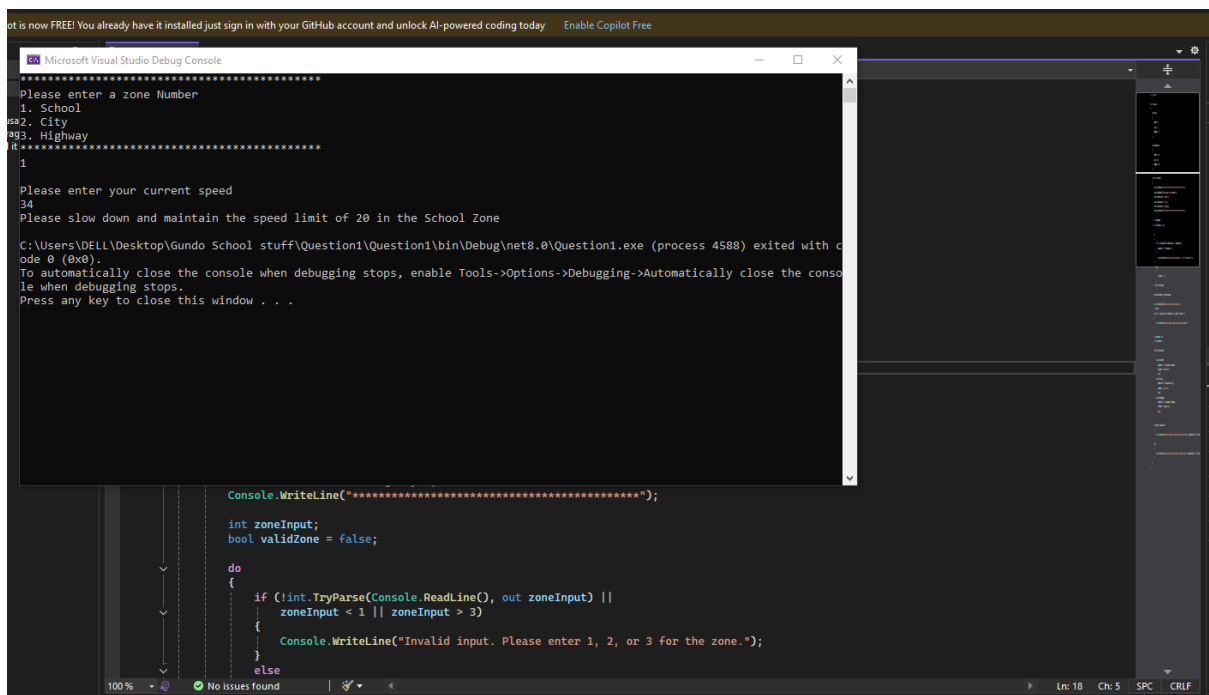
Output:



```
8] Question1.exe
C:\Users\DELL\Desktop\Gundo School stuff\Question1\Question1\bin\Debug\net8.0\Question1.exe
Please enter a zone Number
1. School
2. City
3. Highway
*****
Console.WriteLine("2. City");
Console.WriteLine("3. Highway");
Console.WriteLine("*****");

int zoneInput;
bool validZone = false;

do
{
    if (!int.TryParse(Console.ReadLine(), out zoneInput) ||
        zoneInput < 1 || zoneInput > 3)
    {
        Console.WriteLine("Invalid input. Please enter 1, 2, or 3 for the zone.");
    }
}
```



```
Microsoft Visual Studio Debug Console
Please enter a zone Number
1. School
2. City
3. Highway
*****
1
Please enter your current speed
34
Please slow down and maintain the speed limit of 20 in the School Zone
C:\Users\DELL\Desktop\Gundo School stuff\Question1\Question1\bin\Debug\net8.0\Question1.exe (process 4588) exited with code 0 (0x0).
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.
Press any key to close this window . . .

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

int zoneInput;
bool validZone = false;

do
{
    if (!int.TryParse(Console.ReadLine(), out zoneInput) ||
        zoneInput < 1 || zoneInput > 3)
    {
        Console.WriteLine("Invalid input. Please enter 1, 2, or 3 for the zone.");
    }
}
```

Program.cs

```
using System;
```

0 references

class Program

Microsoft Visual Studio Debug Console

```
*****
Please enter a zone Number
1. School
2. City
3. Highway
*****
2

Please enter your current speed
20
Thank you for keeping within the speed limit of 30 in the City Zone

C:\Users\DELL\Desktop\Gundo School stuff\Question1\Question1\bin\Debug\net8.0\Question1.exe (process 16028) exited with
code 0 (0x0).
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console
when debugging stops.
Press any key to close this window . . .
```

```
if (!int.TryParse(Console.ReadLine(), out zoneInput) ||
    zoneInput < 1 || zoneInput > 3)
{
    Console.WriteLine("Invalid input. Please enter 1, 2, or 3 for the zone.");
}
else
```

100% No issues found Ln: 18 Ch: 5 SPC CRLF

Microsoft Visual Studio Debug Console

```
*****
Please enter a zone Number
1. School
2. City
3. Highway
*****

Please enter your current speed
55
Thank you for keeping within the speed limit of 55 in the Highway Zone

C:\Users\DELL\Desktop\Gundo School stuff\Question1\Question1\bin\Debug\net8.0\Question1.exe (process 3428) exited with c
ode 0 (0x0).
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console
when debugging stops.
Press any key to close this window . . .
```

```
Console.WriteLine("2. City");
Console.WriteLine("3. Highway");
Console.WriteLine("*****");

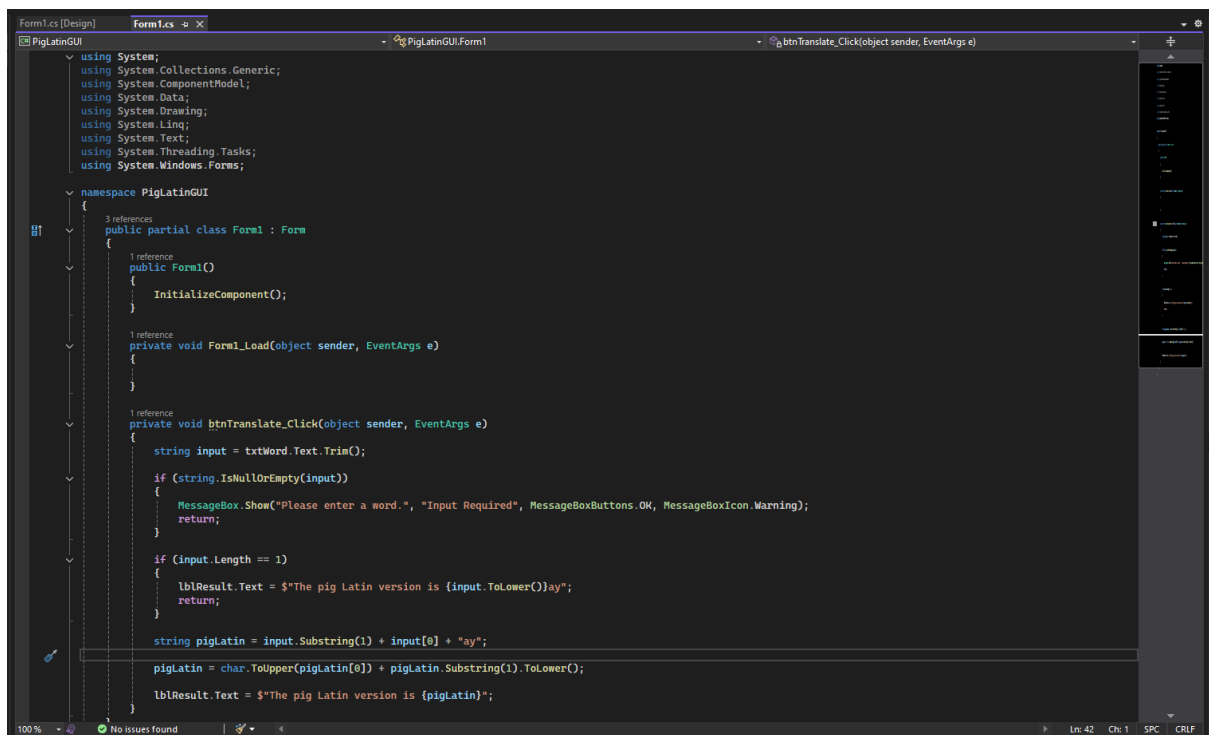
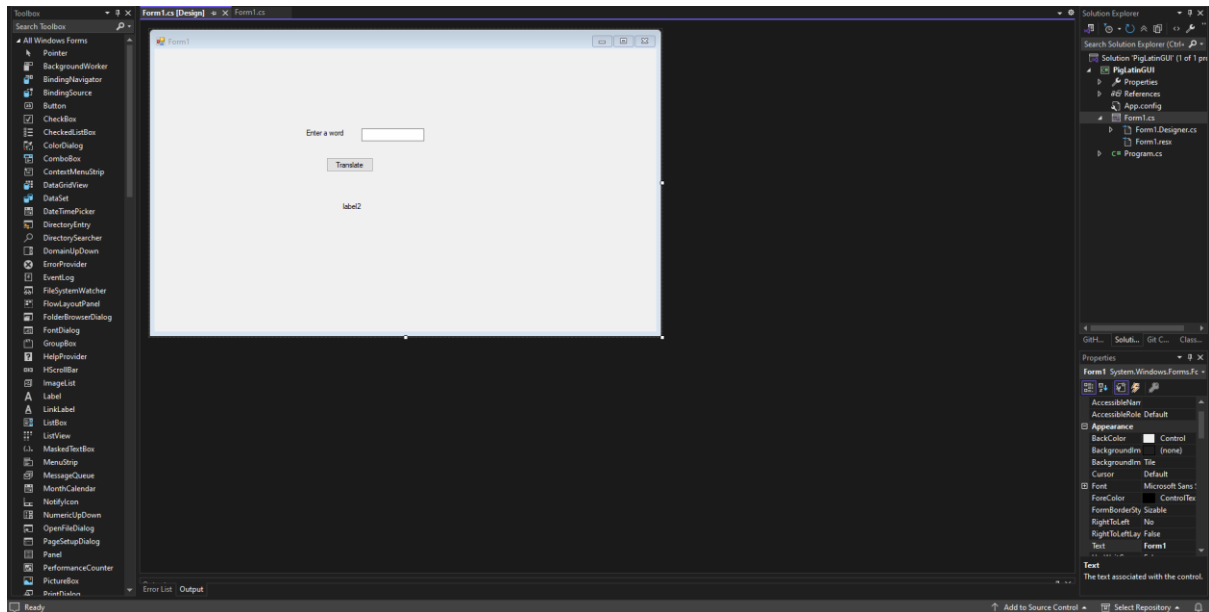
int zoneInput;
bool validZone = false;

do
{
    if (!int.TryParse(Console.ReadLine(), out zoneInput) ||
        zoneInput < 1 || zoneInput > 3)
    {
        Console.WriteLine("Invalid input. Please enter 1, 2, or 3 for the zone.");
    }
    else
```

100% No issues found Ln: 18 Ch: 5 SPC CRLF

Question 2

code



Source Code:

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

```
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace PigLatinGUI
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void Form1_Load(object sender, EventArgs e)
        {
        }

        private void btnTranslate_Click(object sender, EventArgs e)
        {
            string input = txtWord.Text.Trim();

            if (string.IsNullOrEmpty(input))
            {
                MessageBox.Show("Please enter a word.", "Input Required", MessageBoxButtons.OK,
                MessageBoxIcon.Warning);

                return;
            }
        }
    }
}
```

```

if (input.Length == 1)
{
    lblResult.Text = $"The pig Latin version is {input.ToLower()}ay";
    return;
}

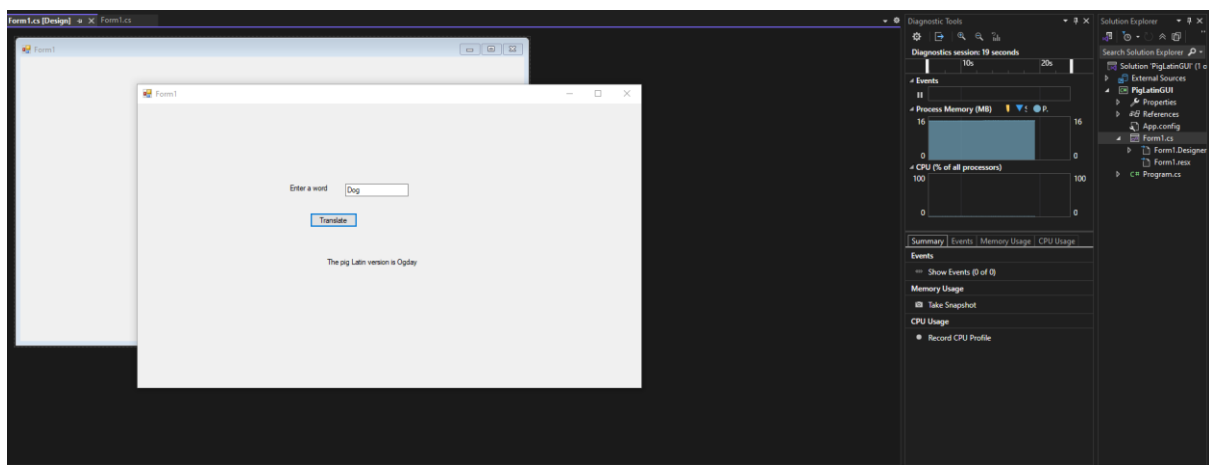
string pigLatin = input.Substring(1) + input[0] + "ay";

pigLatin = char.ToUpper(pigLatin[0]) + pigLatin.Substring(1).ToLower();

lblResult.Text = $"The pig Latin version is {pigLatin}";
}
}
}

```

Output:



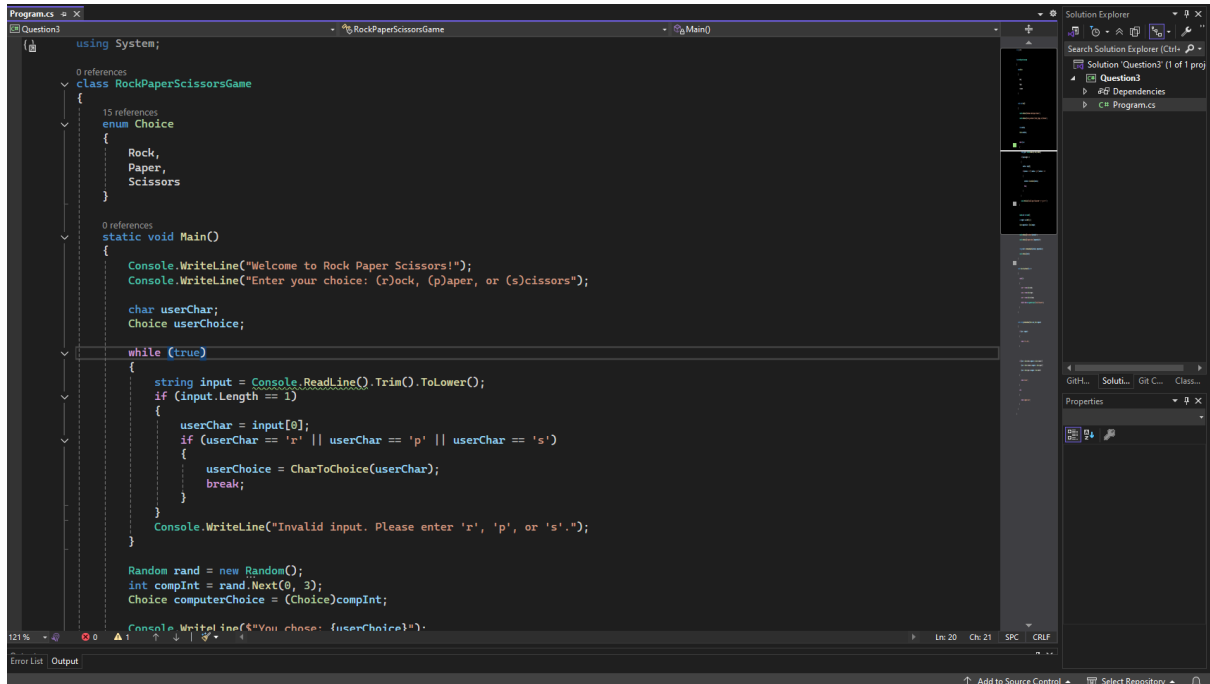
Form1

Enter a word

The pig Latin version is Ogday

Question 3

Code:



```
using System;

class RockPaperScissorsGame
{
    15 references
    enum Choice
    {
        Rock,
        Paper,
        Scissors
    }

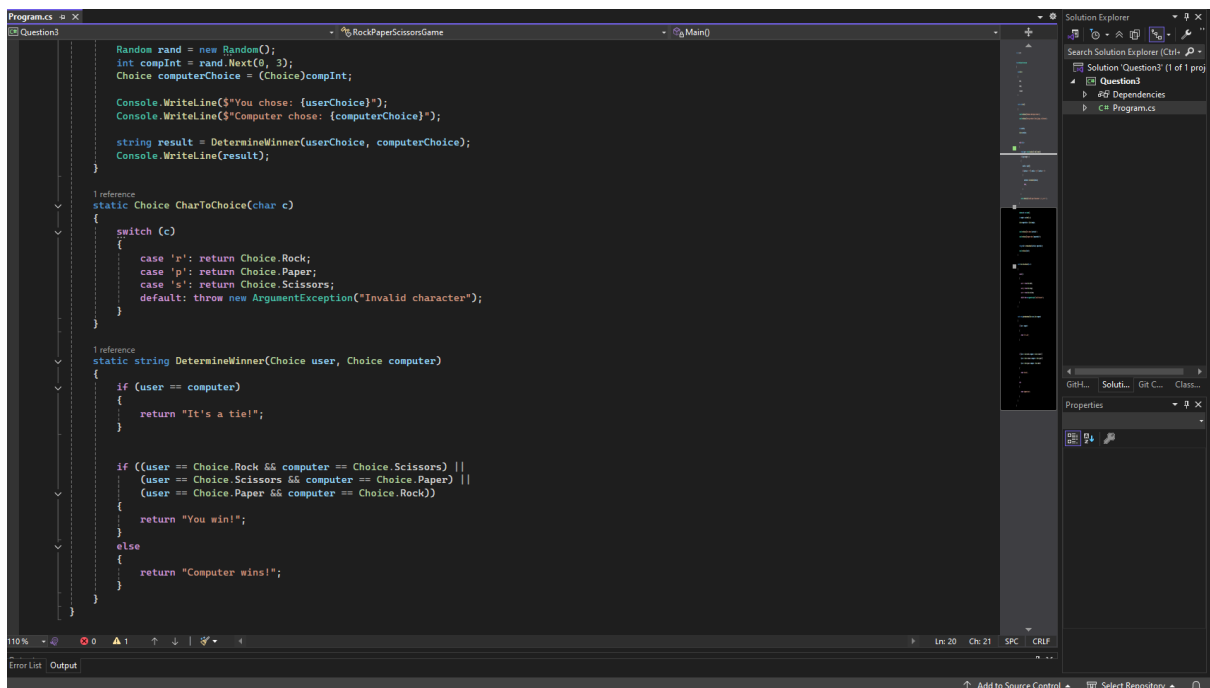
    0 references
    static void Main()
    {
        Console.WriteLine("Welcome to Rock Paper Scissors!");
        Console.WriteLine("Enter your choice: (r)ock, (p)aper, or (s)ciissors");

        char userChar;
        Choice userChoice;

        while (true)
        {
            string input = Console.ReadLine().Trim().ToLower();
            if (input.Length == 1)
            {
                userChar = input[0];
                if (userChar == 'r' || userChar == 'p' || userChar == 's')
                {
                    userChoice = CharToChoice(userChar);
                    break;
                }
                Console.WriteLine("Invalid input. Please enter 'r', 'p', or 's'.");
            }

            Random rand = new Random();
            int compInt = rand.Next(0, 3);
            Choice computerChoice = (Choice)compInt;

            Console.WriteLine($"You chose: {userChoice}");
```



```
Random rand = new Random();
int compInt = rand.Next(0, 3);
Choice computerChoice = (Choice)compInt;

Console.WriteLine($"You chose: {userChoice}");
Console.WriteLine($"Computer chose: {computerChoice}");

string result = DetermineWinner(userChoice, computerChoice);
Console.WriteLine(result);
}

1 reference
static Choice CharToChoice(char c)
{
    switch (c)
    {
        case 'r': return Choice.Rock;
        case 'p': return Choice.Paper;
        case 's': return Choice.Scissors;
        default: throw new ArgumentException("Invalid character");
    }
}

1 reference
static string DetermineWinner(Choice user, Choice computer)
{
    if (user == computer)
    {
        return "It's a tie!";
    }

    if ((user == Choice.Rock && computer == Choice.Scissors) ||
        (user == Choice.Scissors && computer == Choice.Paper) ||
        (user == Choice.Paper && computer == Choice.Rock))
    {
        return "You win!";
    }
    else
    {
        return "Computer wins!";
    }
}
}
```

Source Code:

using System;

class RockPaperScissorsGame

```
{
    enum Choice
    {
        Rock,
        Paper,
        Scissors
    }

    static void Main()
    {
        Console.WriteLine("Welcome to Rock Paper Scissors!");
        Console.WriteLine("Enter your choice: (r)ock, (p)aper, or (s)cissors");

        char userChar;
        Choice userChoice;

        while (true)
        {
            string input = Console.ReadLine().Trim().ToLower();
            if (input.Length == 1)
            {
                userChar = input[0];
                if (userChar == 'r' || userChar == 'p' || userChar == 's')
                {
                    userChoice = CharToChoice(userChar);
                    break;
                }
            }

            Console.WriteLine("Invalid input. Please enter 'r', 'p', or 's'.");
        }
    }
}
```

```

Random rand = new Random();
int complnt = rand.Next(0, 3);
Choice computerChoice = (Choice)complnt;

Console.WriteLine($"You chose: {userChoice}");
Console.WriteLine($"Computer chose: {computerChoice}");

string result = DetermineWinner(userChoice, computerChoice);
Console.WriteLine(result);
}

```

```

static Choice CharToChoice(char c)
{
    switch (c)
    {
        case 'r': return Choice.Rock;
        case 'p': return Choice.Paper;
        case 's': return Choice.Scissors;
        default: throw new ArgumentException("Invalid character");
    }
}

```

```

static string DetermineWinner(Choice user, Choice computer)
{
    if (user == computer)
    {
        return "It's a tie!";
    }
}

```

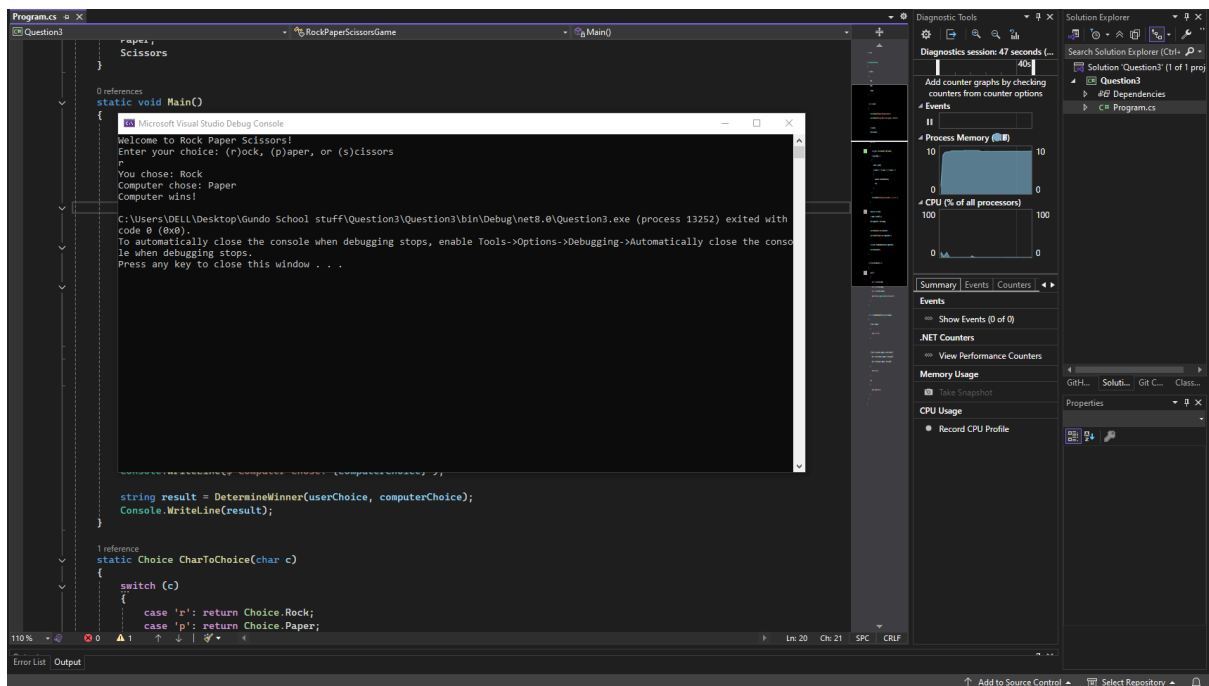
```

if ((user == Choice.Rock && computer == Choice.Scissors) ||

```

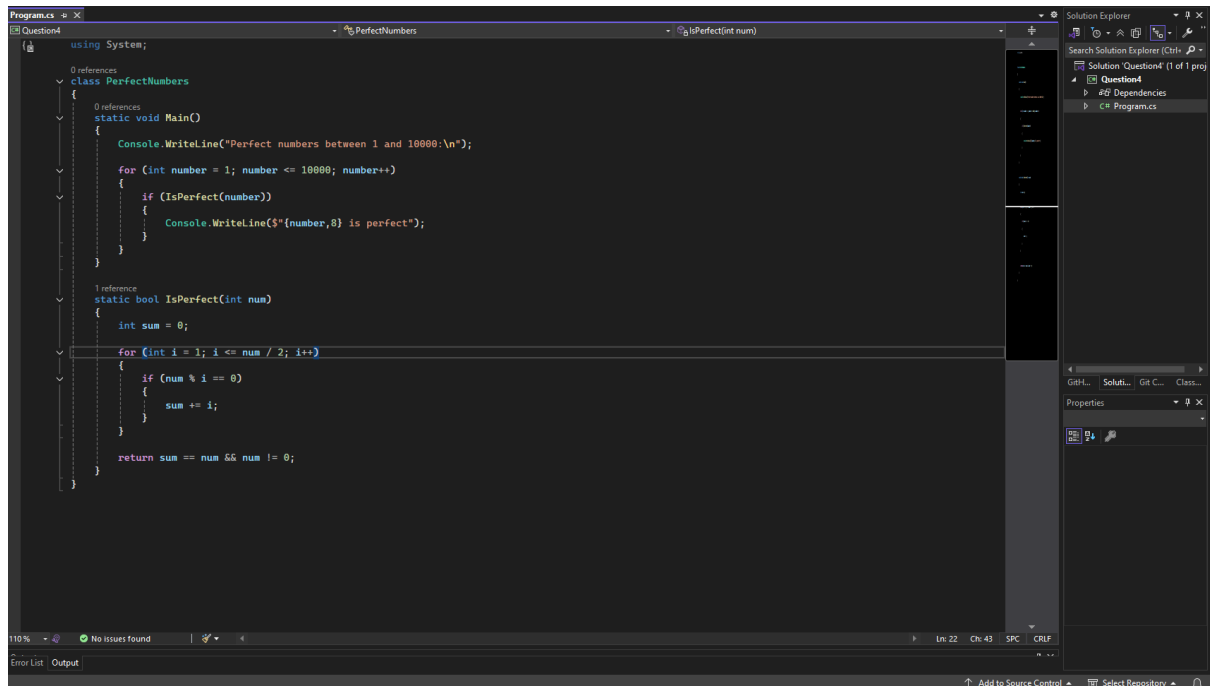
Output:





Question 4

Code:



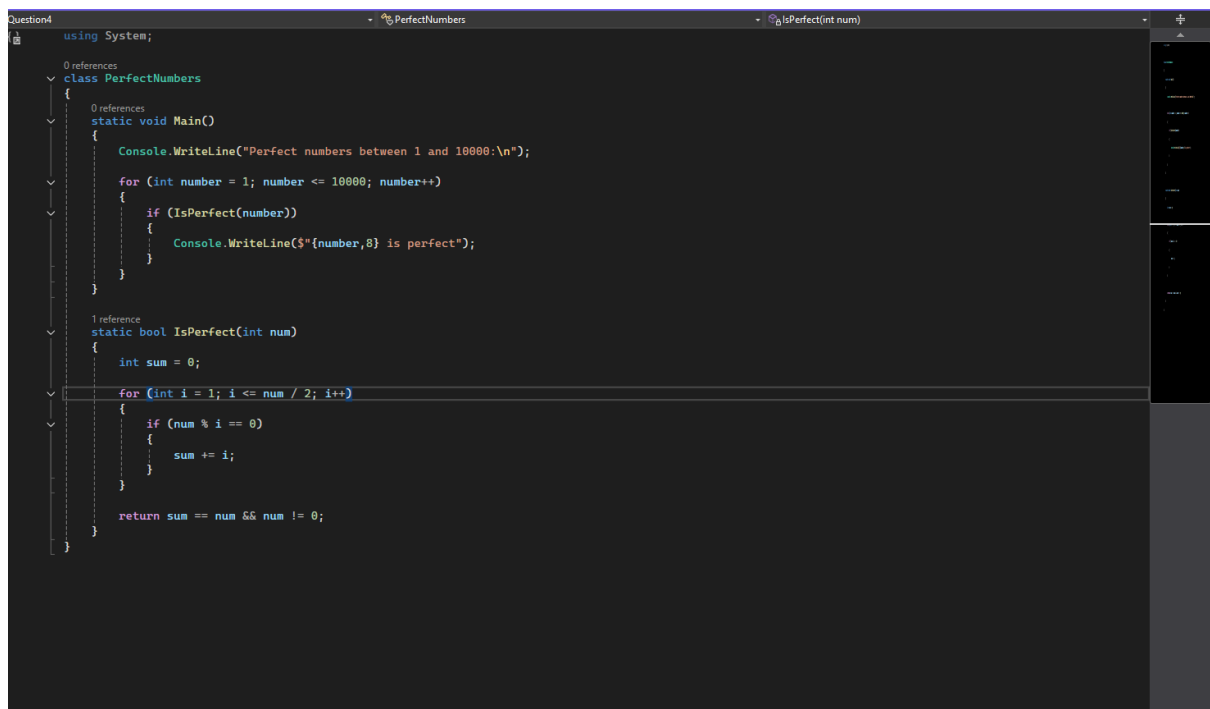
The screenshot shows the Visual Studio IDE with a C# project named 'Question4'. The code is implemented in a file named 'PerfectNumbers.cs'. The code defines a class 'PerfectNumbers' with a static method 'Main()' and a static method 'IsPerfect(int num)'. The 'Main()' method iterates through numbers from 1 to 10000 and prints out perfect numbers. The 'IsPerfect()' method calculates the sum of divisors of a given number and checks if it equals the number.

```
using System;

class PerfectNumbers
{
    static void Main()
    {
        Console.WriteLine("Perfect numbers between 1 and 10000:\n");
        for (int number = 1; number <= 10000; number++)
        {
            if (IsPerfect(number))
            {
                Console.WriteLine($"{number},8 is perfect");
            }
        }
    }

    static bool IsPerfect(int num)
    {
        int sum = 0;
        for (int i = 1; i <= num / 2; i++)
        {
            if (num % i == 0)
            {
                sum += i;
            }
        }

        return sum == num && num != 0;
    }
}
```



This screenshot is identical to the one above, showing the same C# code for finding perfect numbers. It displays the 'Main()' method which loops through numbers 1 to 10000, and the 'IsPerfect()' method which calculates the sum of proper divisors to determine if a number is perfect.

```
using System;

class PerfectNumbers
{
    static void Main()
    {
        Console.WriteLine("Perfect numbers between 1 and 10000:\n");
        for (int number = 1; number <= 10000; number++)
        {
            if (IsPerfect(number))
            {
                Console.WriteLine($"{number},8 is perfect");
            }
        }
    }

    static bool IsPerfect(int num)
    {
        int sum = 0;
        for (int i = 1; i <= num / 2; i++)
        {
            if (num % i == 0)
            {
                sum += i;
            }
        }

        return sum == num && num != 0;
    }
}
```

Source Code:

```
using System;
```

```
class PerfectNumbers
```

```
{
```

```
    static void Main()
```

```
    {
```

```
        Console.WriteLine("Perfect numbers between 1 and 10000:\n");
```

```
        for (int number = 1; number <= 10000; number++)
```

```
        {
```

```
            if (IsPerfect(number))
```

```
            {
```

```
                Console.WriteLine($"{number,8} is perfect");
```

```
            }
```

```
        }
```

```
    }
```

```
    static bool IsPerfect(int num)
```

```
    {
```

```
        int sum = 0;
```

```
        for (int i = 1; i <= num / 2; i++)
```

```
        {
```

```
            if (num % i == 0)
```

```
            {
```

```
                sum += i;
```

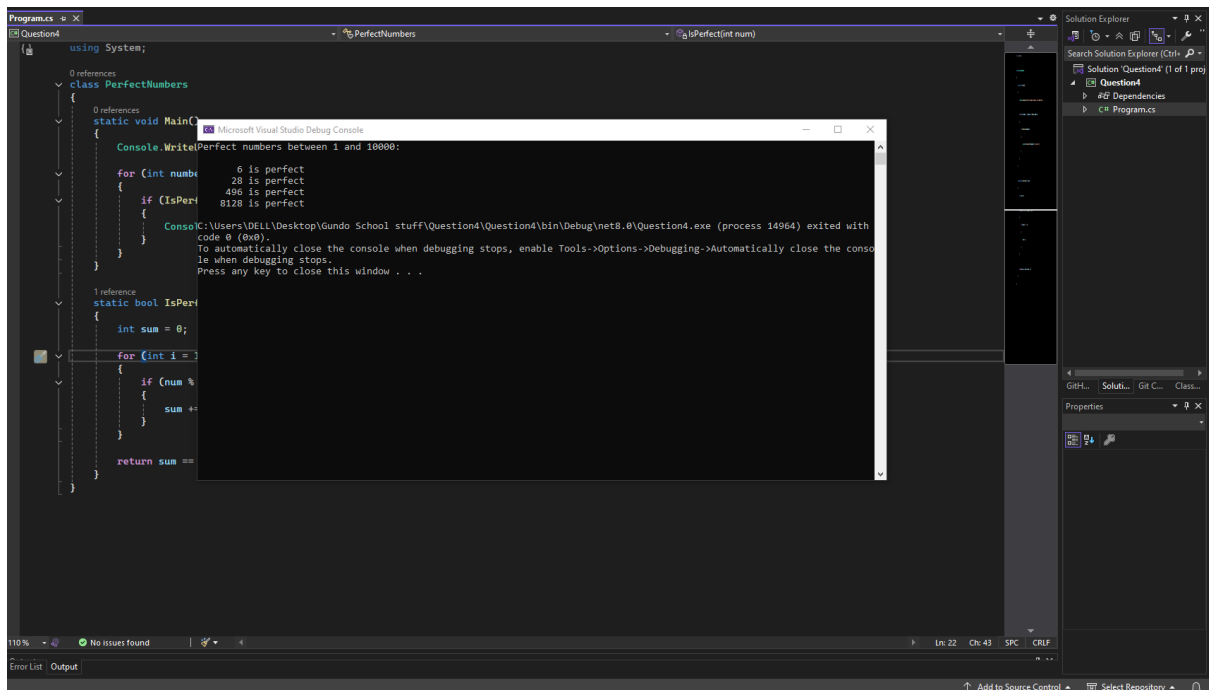
```
            }
```

```
        }
```

```
        return sum == num && num != 0;
```

```
}  
  
}
```

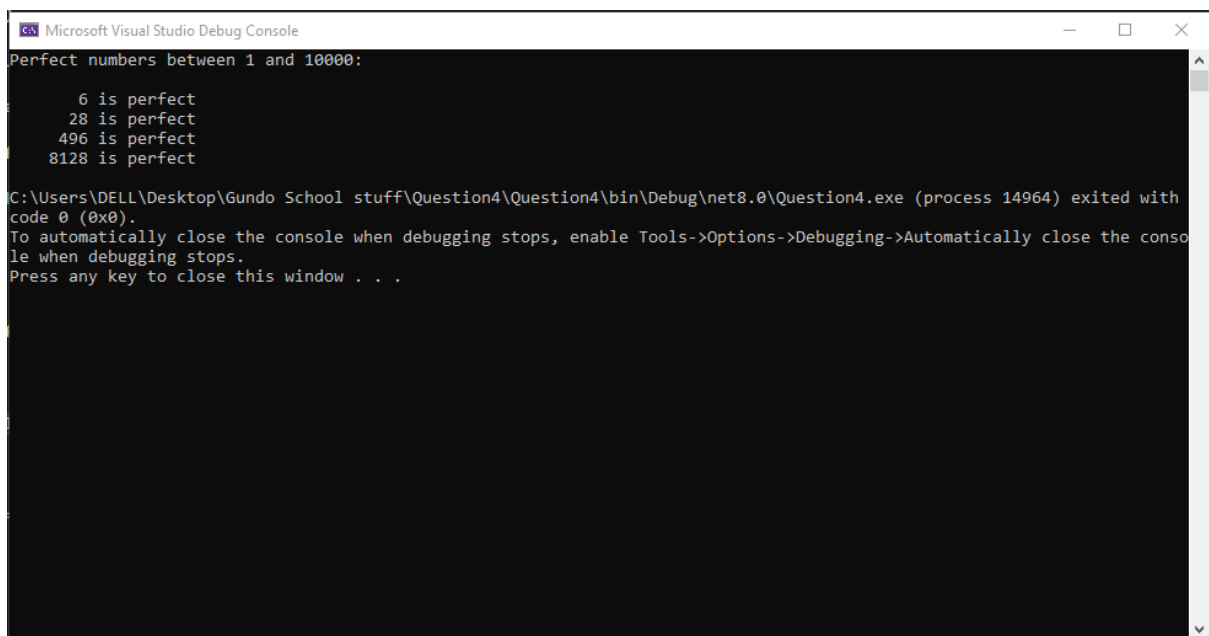
OUTPUT:



The screenshot shows the Microsoft Visual Studio IDE. The main editor displays the source code of `Program.cs`. The code defines a class `PerfectNumbers` with a `Main` method and an `IsPerfect` method. The `Main` method writes perfect numbers between 1 and 10000 to the console. The `IsPerfect` method checks if a number is perfect by summing its divisors. The `Debug Console` window is open, showing the output of the program. The output lists the perfect numbers: 6, 28, 496, and 8128. The console also displays a message about the program exiting with code 0 (0x0) and instructions on how to close the console when debugging stops.

```
using System;  
  
class PerfectNumbers  
{  
    static void Main()  
    {  
        Console.WriteLine("Perfect numbers between 1 and 10000:  
        for (int num = 1; num <= 10000; num++)  
        {  
            if (IsPerfect(num))  
            {  
                Console.WriteLine(num + " is perfect");  
            }  
        }  
    }  
  
    static bool IsPerfect(int num)  
    {  
        int sum = 0;  
        for (int i = 1; i <= num; i++)  
        {  
            if (num % i == 0)  
            {  
                sum += i;  
            }  
        }  
        return sum == 2 * num;  
    }  
}
```

Microsoft Visual Studio Debug Console
Perfect numbers between 1 and 10000:
6 is perfect
28 is perfect
496 is perfect
8128 is perfect
C:\Users\DELL\Desktop\Gundo School stuff\Question4\Question4\bin\Debug\net8.0\Question4.exe (process 14964) exited with code 0 (0x0).
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.
Press any key to close this window . . .



This screenshot shows the `Microsoft Visual Studio Debug Console` window. It displays the output of the program, which lists the perfect numbers between 1 and 10000: 6, 28, 496, and 8128. The console also shows a message about the program exiting with code 0 (0x0) and instructions on how to close the console when debugging stops.

```
Perfect numbers between 1 and 10000:  
  
6 is perfect  
28 is perfect  
496 is perfect  
8128 is perfect  
  
C:\Users\DELL\Desktop\Gundo School stuff\Question4\Question4\bin\Debug\net8.0\Question4.exe (process 14964) exited with  
code 0 (0x0).  
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console  
when debugging stops.  
Press any key to close this window . . .
```