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Warm-up Exercises

1. Assuming that `myLastName` and `myFirstName` are two string variables that have been initialized, write a statement that concatenates them, with a space and a comma in-between, and assign the resulting string to a variable named `fullName`. For instance, if the value of `myLastName` is "Holbertonand", and the value of `myFirstName` is "Betty", then the value of `fullName` after your operation should be "Holbertonand, Betty".

Questions

1. What is string interpolation?
2. What is the difference, if any, between the `WriteLine` and `Write` methods?
3. Assume we have a variable whose name is `myVariable`, whose type is **string**, and whose value is "My message". What would be displayed at the screen by the following statement?

```
Console.WriteLine($"Here is my variable: {myVariable}");
```

1. Is the name `myVariable` the same as `myvariable`? If not, why?

Problems

1. Write down, on a piece of paper, a program that:
2. Declares a string variable named `userName`.
3. Displays on the screen `Please, enter your name, followed by enter:.`
4. Reads a string value from the keyboard and assigns the value to the `userName` variable.
5. Declares an `int` variable named `number`.
6. Displays on the screen `Please, enter your area code, followed by enter:.`
7. Reads an `int` value from the keyboard and assigns the value to the `number` variable.

8. Declares a string variable named `id` and initializes it with the string referenced by the `userName` variable, followed by the number entered by the user (you can concatenate a string and an int using the ``` sign).
9. Displays on the screen, Your `id` **is** and the content of the `id` variable.

Here is an example of execution, where the user input is underlined, and hitting "enter" is represented by ↵:

```
Please, enter your name, followed by enter:
Clément ↵
Please, enter your area code, followed by enter:
828 ↵
Your ID is Clément828
Press any key to continue . . .
```

1. Write a series of statements that:
 - a) Declare a **string** variable named `favoriteColor`
 - b) Display on the screen a message asking the user his or her favorite color
 - c) Read the value entered by the user and store it in the `favoriteColor` variable. You can combine some of the statements if you want, but do not display on the screen any information that was not explicitly asked.