1A_con_assignments

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace _1A_con_assignments
{
    class Program
    {
        static int grade = 0;
        static int func = 0;
        static Random ran = new Random();
        static int tal1, tal2;
        static int result, test, count=0;
        static int diff = 100;
        static int temp;

        static void Main(string[] args)
        {
            for(int a = 0;a < 10;a++)// A++ er lig med a=a+1
            {
                tal1 = ran.Next(1, diff);
                tal2 = ran.Next(1, diff);
                if (tal1<tal2)
                {
                    temp = tal1; // tal1 skal være størst
                    tal1 = tal2;
                    tal2 = temp;
                }
                func = ran.Next(1, 5);
                switch (func)
                {
                    case 1: //+
                        test = tal1 + tal2;
                        Console.Write(" hvad er " + tal1 + " + " + tal2 + " ?  : ");
                        result = Convert.ToInt16(Console.ReadLine());
                        break;
                    case 2:
                        test = tal1 - tal2;
                        Console.Write(" hvad er " + tal1 + " - " + tal2 + " ?  : ");
                        result = Convert.ToInt16(Console.ReadLine());
                        break;
                    case 3:
                        test = tal1 * tal2;
                        Console.Write(" hvad er " + tal1 + " * " + tal2 + " ?  : ");
                        result = Convert.ToInt16(Console.ReadLine());
                        break;
                    case 4:
                        test = tal1 / tal2;
                        Console.Write(" hvad er " + tal1 + " / " + tal2 + " ?  : ");
                        result = Convert.ToInt16(Console.ReadLine());
                        break;

                }

                if (test == result)
```

```
            {
                Console.WriteLine(" godt gået ");
                count++;
            }


        }
        Console.WriteLine(" du har " + count + " rigtige ud af " + 10);
        if (count > 8)
            grade = 12;
        if ((count > 7) && (count < 9))
            grade = 10;
        if ((count > 5) && (count < 8))
            grade = 7;
        if ((count > 3) && (count < 6))
            grade = 4;
        if ((count > 1) && (count < 4))
            grade = 2;
        if ((count > -1) && (count < 2))
            grade = 0;
        Console.WriteLine(" din karakter er = " + grade);

        Console.ReadLine();


    }
  }
}
```