

## 4.Feladat

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

namespace ConsoleApplication3
{
    class Program
    {
        static void Main(string[] args)
        {
            List<double> szamok = new List<double>();
            Random rnd = new Random();
            for (int i = 0; i < n; i++)
            {
                if (i % 2 == 0) szamok.Add(rnd.Next(10, 51));
            else szamok.Add(rnd.Next(40, 81));
            }
        }
    }
}
```

## 5.Feladat

---

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

namespace ConsoleApplication3
{
    class Program
    {
        static void Main(string[] args)
        {
            int sum = 0;
            foreach (int x in szamok)
            sum = sum + x;
            Console.WriteLine("Atlag={0}", (double) sum / n);
        }
    }
}
```

## 6.Feladat

---

```
using System;
```

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

namespace ConsoleApplication3
{
    class
    Program
    {
        static void Main(string[] args)
        {
            List<int> szamok = new List<int>();
            Random rnd = new Random();
            int x =
            rnd.Next(10, 31);
            for (int i = 0; i
            < n; i++)
            {
                szamok.Add(x);
                rnd.Next(1, 6);
                x = x +
            }
        }
    }
}
```