C# Fundamentals

Preparation 4 – functions and methods

Last time

We learned how to declare a variable and an array.

Today

 We will focus on functions, and how they are constructed.

Your application

```
□using System;
 using System.Collections.Generic;
 using System.Linq;
 using System.Text;
□ namespace MyFirstApplication
 {
     class Program
         static void Main(string[] args)
```

We will mainly work with this part of the code!

Some math

 A function can take several parameters, but, it can only return one value.

 A method can take several parameters, but, it cannot return a value.

Creating a function [Demo]

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
namespace Functions
    class Program
        static void Main(string[] args)
        static int AddNumbers(int number1, int number2)
            return number1 + number2;
```

Methods

 A method is behaving as a function, but, it does not return a value.

Declared using void keyword.

Creating a method [Demo]

```
class Program
{
    static void Main(string[] args)
    {
        DisplayHello("Allan");
    }
    static void DisplayHello(string name)
    {
        Console.WriteLine("Hello" + name);
    }
}
```

 <u>Functions</u> and <u>Methods</u> are as paragraphs in the English language.

 When you write a paragraph, it's important to focus on only one main idea.

<u>Functions</u> and <u>Methods</u> should be **specific**. A function should either *decide* or *do*!

Compare a program
 to an <u>essay</u>, or a <u>team</u>
 of people.



 An essay consist of an introduction and supporting paragraphs.

The <u>introduction</u> is the method that <u>decides</u>.

 The <u>supporting paragraphs</u> are methods that are specialized to <u>do one main thing</u>.

 In a team, you have a chief that should instruct other team member.

 When creating a method, it should only have one role: a decider or a doer.

Summary

 Today we have looked at functions and methods.

Thank you for watching!

Next lecture is at {date}.

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