

## 6.0-Introduction to Methods

Program

using System;

class NumberConverter

{

public static string ConvertNumber(int number)

{

string result;

if (number > 0)

{

result = "Positive";

}

else if (number < 0)

{

result = "Negative";

}

else

{

result = "Zero";

}

return result;

}

public static void DisplayResult(int number, string result)

{

```

        Console.WriteLine($"Number {number} is {result}");
    }

    static void Main()
    {
        Console.Write("Enter a number: ");

        int number = int.Parse(Console.ReadLine());

        string convertedNumber = ConvertNumber(number);

        DisplayResult(number, convertedNumber);
    }
}

```

## Exercise

Write a C# program that takes an integer input from the user and determines whether the number is positive, negative, or zero.

Define a class named `NumberConverter` with two methods: `ConvertNumber` and `DisplayResult`.

The `ConvertNumber` method should accept an integer argument and return a string indicating whether the number is positive, negative, or zero.

The `DisplayResult` method should display the original number along with the conversion result to the console.

In the `Main` method, prompt the user to enter a number, call the `ConvertNumber` method to determine its sign, and then display the result using the `DisplayResult` method.

If the salary is greater than 180000, it prints "Tax Bracket: Very High".

## Hint

Implement a method within the class named `ConvertNumber` that takes an integer argument and returns a string indicating whether the number is positive, negative, or zero.

Create another method called `DisplayResult` to print the original number along with its conversion result to the console.

#### Explanation

`NumberConverter`, prompts the user to input a number. It then employs the `ConvertNumber` method to determine whether the number is positive, negative, or zero. Based on this determination, it utilizes the `DisplayResult` method to print a message indicating the original number along with its classification (positive, negative, or zero) to the console.