public static string Menu()

* static means that you are not creating an object

return "1. Enter number \n2. Enter age \n3. Exit";

* There is always going to be at least 1 return in every method

Console.WriteLine(ClassLibrary.StandardMessage.Menu());

* Writes what is in class StandardMessage method Menu to console

public static string DetermineHit(int number)

{

if (number < 15)

{

return "You missed!";

}

else

{

return "You hit!";

}

* Determines which path to take based on number inputted

public static string DetermineHit(int number)

{

if (number < 15)

{

return "You missed!";

}

else if (number > 15)

{

return "You hit!";

}

else

{

return(Console.WriteLine(ClassLibrary.StandardMessage.NumberError());

}

* will return an error
* bad practice, already returned NumberError in main program