static void Main(string[] args) -Main method

{

}

public static void Menu() - Menu Method

{

}

You have to call the name of the method

Menu();

If you try to call Main(); it will give you an error because of (string[] args)

public static void Menu(string name, int age, double time) - Parameter added to method parameter

{

console.writeline($”1. Enter name ”);

console.writeline($”2. Hello -”);

console.writeline($”3. Exit”);

}

The scope is for the method only, you can have as many and whichever parameters as you want

static void Main(string[] args) -Main method

{

string name=”William”;

menu(name,42,5.00);

}

string name is the location address not the actual storage location. If you try to call it it will return a random series of letters and numbers.

static void Main(string[] args) -Main method

{

string name=”William”;

menu(ref X);

console.writeline(name);

}

public static void Menu(ref string X)

{

xyz=”Thorfin”;

}

The console writeline will return the name Thorfin because it is referenced in the method and assigned the value Thorfin. The reference name X in the Menu method can be named anything.

static void Main(string[] args) -Main method

{

menu(names);

}

public static void Menu(string[] X)

{

foreach(string name in X)

{

}

}

The foreach in the Menu Method would be the same as putting foreach(string name in names) in the Main Method.

static void Main(string[] args) -Main method

{

menu(ages);

foreach(string name in names);

{

}

}

public static void Menu(List<int> X)

{

foreach(string name in X)

{

}

}

public static void Menu(string[] X)

{

}

This will work in a program because the signature is different in each Menu Method. menu(ages); in the Main Method will go to the list Menu Method.

menu(names); in the Main Method will go to the array Menu Method.