

Activity: Methods in C#

Objective:

Use methods in C#: definition, syntax, and use cases.

Problem 1: Creating a Function for Circle Area Calculation

Problem Statement

Write a method to calculate the area of a circle. The method should accept one input parameter: the radius of the circle. The program should prompt the user for this value, use the method to compute the area, and then display the result.

Problem 2: Creating a Function for Trapezoid Area Calculation

Problem Statement

Write a method to calculate the area of a trapezoid. The method should accept three input parameters: the length of the two parallel sides (**a** and **b**) and the height. The program should prompt the user for these values, use the method to compute the area, and then display the result.

Formula: The area of a trapezoid is given by $(a + b) / 2 * \text{height}$.

Code:

```
class Program
{
    static void Main()
    {
        Console.Write("Enter the radius of the circle: ");
        string? input = Console.ReadLine();

        // Convert string to double
        if (double.TryParse(input, out double radius))
        {
            double area = CalculateCircleArea(radius);
            Console.WriteLine($"The area of the circle is: {area:F2}");
        }
        else
        {
            Console.WriteLine("Invalid input. Please enter a numeric value.");
        }
    }
}
```

```

Console.Write("Enter the length of side a: ");
string? inputA = Console.ReadLine();

Console.Write("Enter the length of side b: ");
string? inputB = Console.ReadLine();

Console.Write("Enter the height: ");
string? inputHeight = Console.ReadLine();

// Parse inputs to double
if (double.TryParse(inputA, out double a) &&
    double.TryParse(inputB, out double b) &&
    double.TryParse(inputHeight, out double height))
{
    double area = CalculateTrapezoidArea(a, b, height);
    Console.WriteLine($"The area of the trapezoid is:
{area:F2}");
}
else
{
    Console.WriteLine("Invalid input. Please enter numeric
values.");
}

// Method to calculate area
static double CalculateCircleArea(double radius)
{
    return Math.PI * radius * radius;
}

// Method to calculate trapezoid area
static double CalculateTrapezoidArea(double a, double b, double
height)
{
    return (a + b) / 2 * height;
}

```