using System;

using System.Collections;

using System.Collections.Generic;

using System.IO;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp3

{

class CustomManager

{

public void SendMessage()

{

Console.WriteLine("Hello , how are you ? ");

}

public void ShowPresentation()

{

Console.WriteLine("Welcome to the slide");

}

public void SendMessage2(string text)

{

Console.WriteLine("Hello , how are you ? "+text);

}

public void ShowPresentation2(string text)

{

Console.WriteLine("Welcome to the slide"+text);

}

public void SayBye()

{

Console.WriteLine("Have a good day");

}

}

class MyMath

{

public int Add(int num1,int num2)

{

Console.WriteLine("Add");

return num1 + num2;

}

public int Subt(int num1,int num2)

{

Console.WriteLine("Subt");

return num1 - num2;

}

public int Mult(int num1,int num2)

{

Console.WriteLine("Mult");

return num1 \* num2;

}

public int Div(int num1,int num2)

{

Console.WriteLine("Division");

return (num1 / num2);

}

}

public class Program

{

public delegate void MyDelegate();

public delegate void MyDelegate2(string text);

public delegate int CalcDelegate(int num1, int num2);

static void Main(string[] args)

{

//Delegate

// CallFunctions2();

//CustomManager cm = new CustomManager();

//MyDelegate myDelegate = new MyDelegate(cm.SendMessage);

//myDelegate += cm.ShowPresentation;

//myDelegate += cm.SayBye;

//myDelegate.Invoke();

//Console.WriteLine();

//Console.WriteLine();

//myDelegate -= cm.SendMessage;

//myDelegate.Invoke();

//MyDelegate2 myDelegate = new MyDelegate2(cm.SendMessage2);

//myDelegate += cm.ShowPresentation2;

//myDelegate.Invoke("Elvin");

//MyMath myMath=new MyMath();

//CalcDelegate calc = new CalcDelegate(myMath.Add);

//calc += myMath.Subt;

//calc += myMath.Mult;

//calc += myMath.Div;

//calc = myMath.Div;

//var result = calc.Invoke(40, 20);

//Console.WriteLine(result);

while (true)

{

var key = Console.ReadKey();

if (key.Key == ConsoleKey.Enter)

{

Console.WriteLine("YES");

}

}

}

}

}