```
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Source code
using System;
namespace farelmethod
{
  public class Numbers
  {
    public int FindMinimum(int number1, int number2)
    {
      int min;
      if (number1 < number2)
         min = number1;
       }
      else
         min = number2;
      }
      return min;
    }
```

```
public int FindMinimum(int number1, int number2, int number3)
  int min;
  if (number1 < number2)
  {
    min = number1;
  else
    min = number2;
  }
  if (min < number3)
    min = min;
  }
  else
    min = number3;
  }
  return min;
}
public int FindMaximum(int number1, int number2)
{
```

```
int max;
  if (number1 > number2)
    max = number1;
  }
  else
    max = number 2;
  return max;
}
public int FindMaximum(int number1, int number2, int number3)
  int max;
  if (number1 > number2)
    max = number1;
  }
  else
    max = number 2;
  }
  if (max > number3)
  {
```

```
max = max;
    }
    else
      max = number3;
    return max;
  }
}
class program
{
  static void Main(string[] args)
  {
    Numbers number = new Numbers();
    Console.WriteLine("Minimum #1: {0}", number.FindMinimum(3, 1));
    Console.WriteLine("Minimum #2: {0}", number.FindMinimum(3, 2, 4));
    Console.WriteLine();
    Console.WriteLine("Maximum #1 : {0}", number.FindMaximum(3, 1));
    Console.WriteLine("Maximum #2 : {0}", number.FindMaximum(3, 2, 4));
    Console.ReadKey();
  }
```

}

}