Calling Method Or Function (C#)

After creating function, you need to call it in Main() method to execute.

In order to call method, you need to **create object** of containing class, then followed by **dot(.)** operator you can call the method.

If method is **static**, then there is **no need** to create object and you can directly call it followed by class name.

Sample Program

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace Declaring_Method
{
    class Program
    {
        string name, city;
        int age;

        public void acceptdetails()
        {
            Console.Write("\nEnter your name:\t");
            name = Console.ReadLine();

            Console.Write("\nEnter Your City:\t");
            city = Console.ReadLine();

            Console.Write("\nEnter your age:\t\t");
            age = Convert.ToInt32(Console.ReadLine());
        }

        public void printdetails()
        {
            Console.Write("\n\n====================");
            Console.Write("\nName:\t" + name);
            Console.Write("\nCity:\t" + city);
            Console.Write("\nAge:\t" + age);
            Console.Write("\n====================\n");
        }

        static void Main(string[] args)
        {
            //creating object of class Program
            Program p = new Program();
            p.acceptdetails(); // Calling method
            p.printdetails(); // Calling method
            Console.ReadLine();
        }
    }
```

```
}
```

Output

```
Enter your name:      Steven Clark


Enter Your City:      California


Enter your age:       47


==================================

Name:   Steven Clark

City:     California

Age:      47

==================================__
```

If method is declared **static,** then you can directly call the method without creating object of containing class.

Sample Program

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace Calling_method
{
    class print
    {
        public static void printname()
        {
            Console.WriteLine("Steven Clark");
            Console.ReadLine();
        }
    }
    class Program
    {
        static void Main(string[] args)
        {
            // call directly static method with class name
            print.printname();
        }
    }
}
```

Output

```
Steven Clark__
```