\*\*\* After rewriting the method and running tests, I realized most of what is below is wrong.

I think SomeMethod() will either return "Oops..." or return a blank string or give an error..

If arg1 is less than 17, the logic will then set the "result" string based on arg2. If arg2 is between 12 and 22 it will set the “result” string to “Fred!”. If arg2 is over 22 it will set the result string to “I hate logic!”. If arg1 is greater than 17 then none of the previous statements will execute.

In the next if statement, regardless of what happened in the previous if statement, if arg2 is greater than 6 the result string will be “arg1” plus arg2 (which I think would give an error because arg2 is an integer?). This will overwrite any previous result strings making the previous logic pointless. If result.Length is greater than five it will overwrite result again to the string “Oops…”. Otherwise it will (maybe) return a concatenated string of arg1 and arg2.  
  
If arg2 is less than or equal to 6, SomeMethod will return a blank string.