|  |
| --- |
| using System; |
|  | using System.Collections.Generic; |
|  | using System.Linq; |
|  | using System.Text; |
|  |  |
|  | namespace ConsoleApplication1 |
|  | { |
|  | class Program |
|  | { |
|  | static double minElement(params double[] arr) |
|  | { double i; |
|  | // Array is empty? |
|  | if (arr.Length == 0) |
|  | { |
|  | Console.WriteLine("Empty array!"); |
|  | return Double.NegativeInfinity; |
|  | } |
|  | else |
|  | { // Only 1 element in array |
|  | if (arr.Length == 1) |
|  | { |
|  | i = arr[0]; |
|  | return i; |
|  | } |
|  | } |
|  | i = arr[0]; |
|  | // Searcing for i |
|  | for (int j = 1; j < arr.Length; j++) |
|  | if (arr[j] < i) |
|  | i = arr[j]; |
|  | return i; |
|  | } |
|  | static void Main() |
|  | { |
|  | double U = 0; |
|  | double[] R = { 5.5, 7.6, 3.3, -11.7}; |
|  | U = minElement(R); |
|  | Console.WriteLine("Min: {0}", U); |
|  | Console.ReadLine(); |
|  | } |
|  | } |
|  | } |

1. minElement с большой буквы
2. U & R заменить на нормальные наименования