

Functions

Book.cs

```
struct Book {  
    public string title;  
    public ushort pages;  
}  
  
class Program {  
    public static Book BookInit(string title, ushort pages) {  
        Book book;  
        book.title = string.Format("{0}", title);  
        book.pages = pages;  
        return book;  
    }  
    public static void BookToConsole(Book book) {  
        Console.WriteLine("{0} ({1} Pages)", book.title, book.pages);  
    }  
    public static void Main() {  
        Book book = BookInit("Advanced Advancement", 42);  
        BookToConsole(book);  
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