**Method Class Assignment Submission**

// Define a class named 'MathOperations'

public class MathOperations

{

// Defining a void method that takes two integers as parameters

public void PerformOperation(int num1, int num2)

{

// Perform a math operation on the first number (e.g., add 5 to num1)

int result = num1 + 5;

// Display the second number to the console

Console.WriteLine("The second number is: " + num2);

// Display the result of the math operation

Console.WriteLine("The result of adding 5 to the first number is: " + result);

}

}

class Program

{

static void Main(string[] args)

{

// Instantiate the MathOperations class

MathOperations mathOperations = new MathOperations();

// Call the PerformOperation method, passing two numbers

mathOperations.PerformOperation(10, 20);

// Call the PerformOperation method, specifying the parameters by name

mathOperations.PerformOperation(num1: 15, num2: 30);

// Wait for the user to press a key before closing the console

Console.ReadKey();

}

}