Answer the discussion questions in writing for chapter 3.

1. What is a method ?

A method is a named sequence of statements similar to a function or a subroutine in other languages. A method body contains the actual statements to be run when the method is called. They can be given some data for processing and then return information.

1. What does a return statement do?

A return statement sends information that was processed in the method back to the statement that called the method.

1. What is an expression bodied method?

Expression body methods let you provide a member's implementation in a very concise, readable form. It uses the following syntax: member => expression;

1. What is the scope of a variable?

The scope of a variable is the region of the program in which that variable is useable. For example, the scope of a local variable means that you cannot use that local variable to share information between methods.

1. What is an overloaded method?

You can overload a method when the different implementations have different sets of parameters. That is, when they have the same name but a different number of parameters, or when the types of the parameters differs.

1. How do you call a method that requirements arguments?

To call a method that requires arguments, you must insert data of the correct type into the method’s parameters. For example, the method void optMethod(int first, string second) requires an integer as the first argument and a string as the second.

1. How do you write a method, that is, specify the method definition, that requires a parameter list?

void optMethod(int first, string second)

1. How do you a parameter specify as optional when defining a method?

To define a method with optional parameters, you must set a default value. For example:

void optMethod(int first = 1, string second = “Hello”)

1. How do you pass an argument to a method as a named parameter?

int a = 42;  
string b = “Answer to the Universe”;

void optMethod(a, b)