

Exercise 1: The Basics of Syntax

Goal: Convert a simple Lambda into a Local Function.

You have the following code using a Lambda:

C#



```
Func<int, int, int> multiply = (a, b) => a * b;  
Console.WriteLine(multiply(5, 5));
```

Task: Rewrite this logic using a **Local Function** inside a Main method. Bonus points if you can explain why the local function might be slightly more readable in a large method.

Exercise 2: The Recursion Challenge

Goal: Understand why Local Functions handle recursion better than Lambdas.

Task: Write a method called `CalculateFactorial(int n)`. Inside it, implement the factorial logic using:

1. A **Local Function**.
2. A **Lambda Expression**.

Hint: You'll notice the Lambda requires a "self-reference" trick (assigning it to null first or using a specific delegate type) that the Local Function doesn't need.

Exercise 3: Performance & Variable Capture

Goal: Observe how closures work.

When a Lambda captures a local variable, the compiler creates a class to hold that state (the "heap allocation"). Local functions can often avoid this via ref struct optimizations in newer C# versions.

Task: Create a method Counter().

- Inside, define an integer count = 0.
 - Create a **Local Function** that increments and prints count.
 - Create a **Lambda** that does the same.
 - **Question:** If you mark the local function as static, what happens to its ability to access count?
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Exercise 4: Ref and Out Parameters

Goal: Explore parameter flexibility.

Lambdas have strict limitations when it comes to ref and out parameters because they are essentially objects.

Task:

1. Try to create a Func or Action lambda that takes an out int result parameter.
 2. Now, create a **Local Function** that takes an out int result parameter.
 3. Observe which one the compiler actually allows.
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Exercise 5: The "Define After Use" Test

Goal: Understand scoping and hoisting.

Task: In a new method, try to call a Local Function *before* the line where it is defined. Then, try to call a Lambda expression *before* the line where it is defined.

C#



```
void Discovery() {  
    // Try calling both here  
    // ... logic ...  
  
    // Define both here  
}
```

Question: Which one allows "hoisting" (calling it before the definition), and why is this useful for keeping the "main" logic of a method at the top?