

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

delegate int MyDell(int num);
delegate int MyDel2(int num1, int num2);

public class MathClass
{
    static int res = 0;
    public static int Cube(int num)

    {
        res = num * num * num;

        return res;
    }
    public static int Square(int num)

    {
        res = num * num;

        return res;
    }

    public static int Max(int num1, int num2)

    {

        if (num1 > num2)

            res = num1;

        else

            res = num2;

        return res;

    }
    public static int Min(int num1, int num2)

    {
        if (num1 < num2)
            res = num1;
        else
            res = num2;
        return res;
    }
    public static int GetNum()
    {
        return res;
    }
}
```

```

    }
}
namespace bpgm5
{
internal class Program

    {
        static void Main(string[] args)
        {

            MyDell obj1 = new MyDell(MathClass.Cube);

            MyDell obj2 = new MyDell(MathClass.Square);

            MyDel2 obj3 = new MyDel2(MathClass.Max);

            MyDel2 obj4 = new MyDel2(MathClass.Min);

            obj1(2);

            Console.WriteLine($"Cube of num{obj1}is:
{MathClass.GetNum()}");

            obj2(2);

            Console.WriteLine($"square of num{obj2}is:
{MathClass.GetNum()}"); obj3(40, 50);

            Console.WriteLine($"Max of num{obj3}is:
{MathClass.GetNum()}"); obj4(40, 50);

            Console.WriteLine($"Min of num{obj4}is:
{MathClass.GetNum()}");

            Console.ReadKey();

        }
    }
}

```