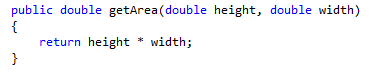
1050 Programming Logic  
Lab 5 (25 points total)

Name: Devon Pleasant\_

*Note: you can use comments in code to answer the following questions. If you would prefer, you’re welcome to answer the questions in this Word document and upload the Word document directly to Blackboard.*

***Instructions:***

1. Create a project in your GitHub repository called Lab5.
2. Identify and describe the following elements of the method header given the following method called getArea(). You must identify where they are in the method header example, other possible values and what the significance of each is (what does it mean?)



1. Scope - double width, double height and is within the parentheses.
2. Static vs. Non-Static - Static is an active method that can be called upon, non-static cannot.
3. Return Type - The doubles are it and it allows info to be returned.
4. Method Name (Identifier) - getArea is the identifier and is the name of the information.
5. Parameters - Public are the parameters, as they can be accessed while private ones can’t.
6. Method Body - return height \* width and it indicates what must be performed in the method.
7. Explain the difference between a user-defined method and a method that is provided with a framework. What should we consider when creating a user-defined method?

-User defined method is written by the user and are hidden from other methods. Methods provided by the framework are able to be reused from several locations in an app.

1. Discuss the difference between a static and non-static method

- The difference between a static and non-static method is that a non-static method can access all the non-static fields in an object. While the static method does not have access to any of the objects non-static fields.

1. Use the attached code. Note: you will have to extract the code and open it in Visual Studio before starting. Add a method to the Dog class called bark(). It should have the following characteristics:
   1. Zero parameters
   2. No return value
   3. Should execute Console.WriteLine("{0} is Barking...", name);
2. Add a method to the Dog class called doTrick(). It should have the following characteristics:

* Should accept a single string parameter called trickName
* No return value
* Should execute:

Console.WriteLine("{0} is so smart! {0} is doing a(n) {1}", name, trickName);

***Deliverables:***

Commit and push your project to your GitHub repository. Before submitting the link in Blackboard, it would be a good idea to log into github.com and make sure all of the changes were successfully pushed (uploaded). Submit the URL to your GitHub repository in the comments section of the Blackboard assignment. For this lab, you’re welcome to upload the word document as well.