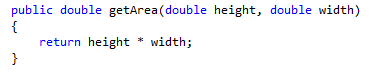
**1050 Programming Logic**Lab 5 (25 points total)

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**Note: make sure to create your lab 5 project in your class repository folder and push all of the files to github. When completed, please submit only the URL to your repository. Please do not attach files in Blackboard.**

1. **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

-A scope can declare a portion of an app that can be part of a declared entity. Examples include scope of a parameter in the method where the declaration is found. “public double” could be the scope declaring the getArea parameter parenthesis.

1. Static vs. Non-Static

-Static is used to begin program execution; It is not shown above so this is “non-static”

1. Return Type

-A return type defines and constrains the data type of the value returned from a task in a program

1. Method Name (Identifier)

The method is identifying a public type of “getArea” referring to the variables inside the parenthesis.

1. Parameters

-The parameters are found inside of the method to the data referring to “height” and “width”, the controls within the parenthesis.

1. Method Body

Are a set of instructions found in the telling what the program will do. Above in the code Height and Width are specified.

1. **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 methods are simply written by the user and normally hidden from other methods. Methods provided by the framework are reusable from several declarations located in the program

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

A static method must be called using a class name, they do not require specific objects to perform common tasks. The non-static method can access all of the parameters in a project.

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);

1. **Submit your repository URL in Blackboard. Do not attach files in Blackboard!**