using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Async4

{

class Program

{

static void Main(string[] args)

{

callMethod();

Console.ReadKey();

}

public static async void callMethod()

{

Task<int> task = Method1();

Method2();

int count = await task;

Method3(count);

}

public static async Task<int> Method1()

{

int count = 0;

await Task.Run(() =>

{

for (int i = 0; i < 100; i++)

{

Console.WriteLine("Method 1");

}

});

return count;

}

public static void Method2()

{

for (int i = 0; i < 25; i++)

{

Console.WriteLine("Method 2");

}

}

public static void Method3(int count)

{

Console.WriteLine("Total count is " + count);

}

}

}