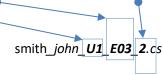
EXERCISE 02 – METHODS WITH PARAMETERS

File Names:

1010100701707007100101010¹⁰

- last name first name U5 E02 1.cs
- last name first name U5 E02 3.cs
- last_name_first name_U5_E02_2.cs

Note: Along with last name and first name, make sure the end of the filename (i.e., before the .cs) has the unit number, exercise number, and question number. For example:



1. Implement the following method definition:

void CalculateArea(double length, double width)

The above method should:

- Calculate the area based on the parameters
- Output the area with an appropriate message

Ask the user for a length and width, then call the above method using these values as arguments.

2. Implement the following method definition:

void CheckNumberGuess(int guess)

The above method should:

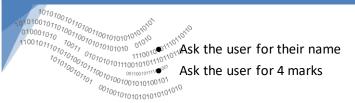
- Generate a random number between 1 and 10
- · Check if the parameter 'guess' equals the generated number
- Output a message indicating if the guess was correct or not

Create a while-loop in which you will repeatedly ask the user for a guess between 1 and 10, then call the above method using this value as the argument. When the user enters '-1', break out of your while-loop to end the program.

3. Implement the following **method definition**:

void GetStudentInfo();

The above method should:



Implement the following method definition:

void OutputTable(string name, double mark1, double mark2, double mark3, double mark4)

The above method should generate output that looks like the following:

Implement the following method definition:

void CalculateAverage(double mark1, double mark2, double mark3, double mark4)

The above method should:

- Calculate the average of the 4 marks
- Output the average with an appropriate message

Method calls:

- Initially, your program should call the **GetStudentInfo()** method
- The GetStudentInfo() method should call the OutputTable() method
- The OutputTable () should call the CalculateAverage() method