

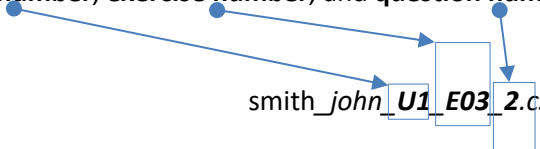
EXERCISE 01 – INTRODUCTION TO METHODS

IMPORTANT: Before submission, make a copy of your **'Program.cs'** file for each question and then rename each file to the following:

File Names:

- *last_name_first name_U5_E01_1.cs*
- *last_name_first name_U5_E01_2.cs*
- *last_name_first name_U5_E01_3.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:



smith_john_U1_E03_2.cs

1. Write a method that asks the user for their name and outputs it to the screen with an appropriate message. Call this method.
2. Create 3 methods: a method that outputs the date and time, a method that outputs a 'hello world' message, and a method that outputs a 'goodbye message'.

Ask the user which method they would like to call/execute by displaying a menu where they select method 1, 2, or 3.

3. Write a method that generates a number from 1 to 100 and outputs it to the screen. Do not call this method.

Write a second method that asks the user how many random numbers they wish to generate. Use a loop that calls the first method (the method that generates the random number) as many times as the user requested. Call this method.