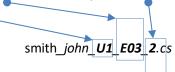
EXERCISE 03 – METHODS THAT RETURN A VALUE

010001010 10010010101010101010 01010 10010

File Names:

- last name first name U5 E03 1.cs
- last name first name U5 E03 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:

double CalculateArea(double length, double width)

The above method should:

- Calculate the area based on the parameters
- Return the area

Ask the user for a length and width, then call the above method using these values as arguments. Display an appropriate message to the screen with the area returned by the method.

2. Implement the following method definitions:

int GenerateRandomNum(int start, int end)

The above method should:

- Generate a random number between 'start' and 'end'
- Return the random number

int CheckNumberGuess(int randNum, int guess, int start, int end)

The above method should:

- Return one of 3 values:
 - o '-1' if 'guess' is not in the range of 'start' and 'end'
 - '0' if 'guess' does not equal 'randNum'
 - '1' if 'guess' does equal 'randNum'

Generate a random number with GenerateRandomNum(), then create a while-loop in which will repeatedly ask the user for a guess between 1 and 10. After every user guess, call CheckNumberGuess() to check their guess. If the guess is correct, then break out of the whileloop. Make sure to output an appropriate message after every user guess.