using System;

namespace LowestNumber

{

class Program

{

static void Main(string[] args)

{

// Starting variables

int numberOne = 12932;

int numberTwo = -2828472;

// Use built-in methods and save to variable

double numberOneSqrt= Math.Floor(Math.Sqrt(numberOne));

// Use built-in methods and save to variable

double numberTwoSqrt= Math.Floor(Math.Sqrt(Math.Abs(numberTwo)));

// Print the lowest number

Console.WriteLine(Math.Min(numberOneSqrt, numberTwoSqrt));

}

}

}

-----------------------------------------------------------------------------------------------------

using System;

namespace DocumentationHunt

{

class Program

{

static void Main(string[] args)

{

double numberOne = 6.5;

double numberTwo = 4 ;

// Raise numberOne to the numberTwo power

Console.WriteLine(Math.Pow(numberOne,numberTwo));

// Round numberOne up

Console.WriteLine(Math.Ceiling(numberOne));

// Find the larger number between numberOne and numberTwo

Console.WriteLine(Math.Max(numberOne, numberTwo));

}

}

}