```
// William Kelley
// RecrursiveExponentClass.cs
// ITE365-Lab03

using System;

namespace RecursiveExponent
{
    class MainClass
    {
        public static void Main(string[] args)
        {
            int baseNumber; // the base to raise to a power
            int exponent; // the power to raise to
                          // prompt user for base and obtain value from user
            Console.Write("Enter base: ");
            baseNumber = Convert.ToInt32(Console.ReadLine());
            // prompt user for exponent and obtain value from user
            Console.Write("Enter exponent: ");
            exponent = Convert.ToInt32(Console.ReadLine());
            if (exponent > 0)
            {
                int result = Power(baseNumber, exponent);
                Console.WriteLine("Value is {0}", result);
            } // end if
            else
                Console.WriteLine("Invalid Exponent.");
        }

        public static int Power(int baseNumber, int exponent)
        {
            if (exponent == 1)
                return baseNumber;
            else
                return baseNumber * Power(baseNumber, exponent - 1);
        }
    }
}
```