

Creating your own Methods

You should not have to copy and paste or reenter code in two or more different places in a project. If that happens you should just create a method for it and call it whenever needed...do not copy and paste. Starting out we often just copy/paste rather than create methods but learning to create and use methods will make your code more efficient.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace HelperMethods
{
    class Program
    {
        static void Main(string[] args)
        {
            string myValue = superSecretFormula();           //declaring variable
            Console.WriteLine(myValue);
            Console.ReadLine();
        }

        private static string superSecretFormula()           //private means
        can only be called from inside this class
        {
            // some cool stuff here
            return "Hello World!";                           //return the value Hello
        }
    }
}
```

Allows you to just call that helper method and change the input variable to change the outcome instead of rewriting the code

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace HelperMethods
{
    class Program
    {
        static void Main(string[] args)
        {
            string myValue = superSecretFormula("world");     //declaring
variable
            Console.WriteLine(myValue);
            Console.ReadLine();
        }
    }
}
```

```
        private static string superSecretFormula()    //private means can only be called
from inside this class
    {
        // some cool stuff here
        return "Hello World!";                      //return the value Hello World
    }

    private static string superSecretFormula(string name)
//accepts an input parameter of type name and pass world (from above) and send data into
it
    {
        return String.Format("Hello, {0}!", name);
    }
}
```