

Worksheet 3: Methods

Name: _____

Given a program that has these variables and controls:

```
int score;           TextBlock textMessage;  
int count;
```

1. Write a method that adds 25 points to score and decreases count by 1.
2. Write a method that takes three integer parameters and returns the sum of the three values.
3. Write a method takes an integer parameter of the hour of day and writes "Good morning" to textMessage if the hour is less than 12 and writes "Good evening" otherwise.
4. Write a method that takes an integer as input and returns whether the input value is even or odd.
5. Write code that calls each of the above methods.