

```
class Rectangle
{
    public static double Area(double Width, double Length)
    {
        return Width * Length;
    }
    public static double Circumference(double Width, double Length)
    {
        return 2*(Width + Length);
    }
}
```

© Dr Izeddin Hidar 2007

3.3 Passing Arguments

1. Pass-by-Value

By default, all primitive data type pass by value.

When an argument is passed by value, the called method receives a copy of the argument's value.

With pass-by- value, changes to the called method's copy do not affect the original variable's value.

© Dr Izeddin Hidar 2007

The image shows a Windows application window titled "Form1". Inside the window, there are four text input fields arranged vertically. The first field is labeled "Width" and contains the number "5". The second field is labeled "Length" and contains the number "8". The third field is labeled "Area" and contains the number "40". The fourth field is labeled "circumference" and contains the number "26". Below these fields are two buttons: "Calculate" on the left and "Exit" on the right. The window has a standard Windows title bar with minimize, maximize, and close buttons.

© Dr Izeddin Hidar 2007

```
private void ButCalculate_Click(object sender, EventArgs e)
{
    double wid, len, Area, Sircumferance;
    wid = double.Parse(TxtWidth.Text);
    len = double.Parse(TxtLength.Text);
    Area = Rectangle.Area(wid, len);
    Sircumferance = Rectangle.Circumference(wid, len);
    TxtArea.Text = Area.ToString();
    TxtCircumference.Text = Sircumferance.ToString();
}
```

© Dr Izeddin Hidar 2007