

```

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);
    }
}

```

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### 3.3 Passing Arguments

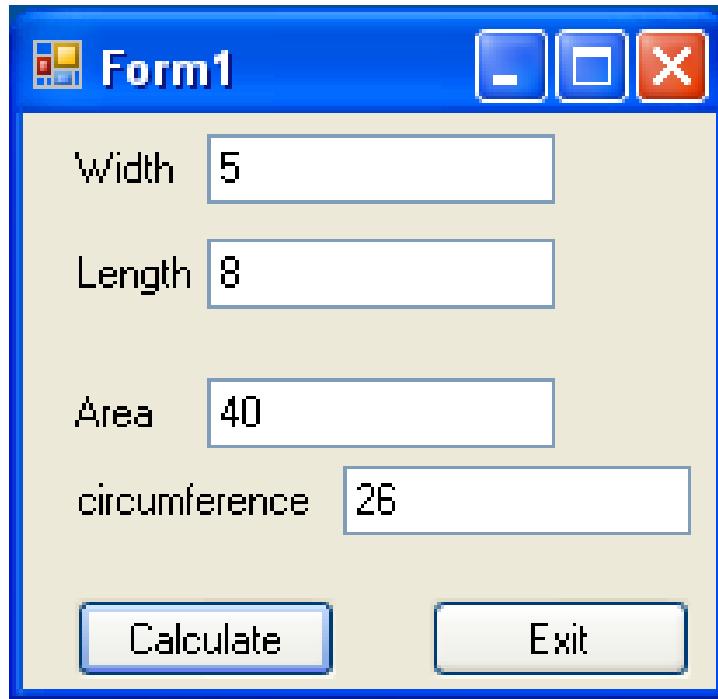
#### 1. Pass-by-Value

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.

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```
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();
}
```

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