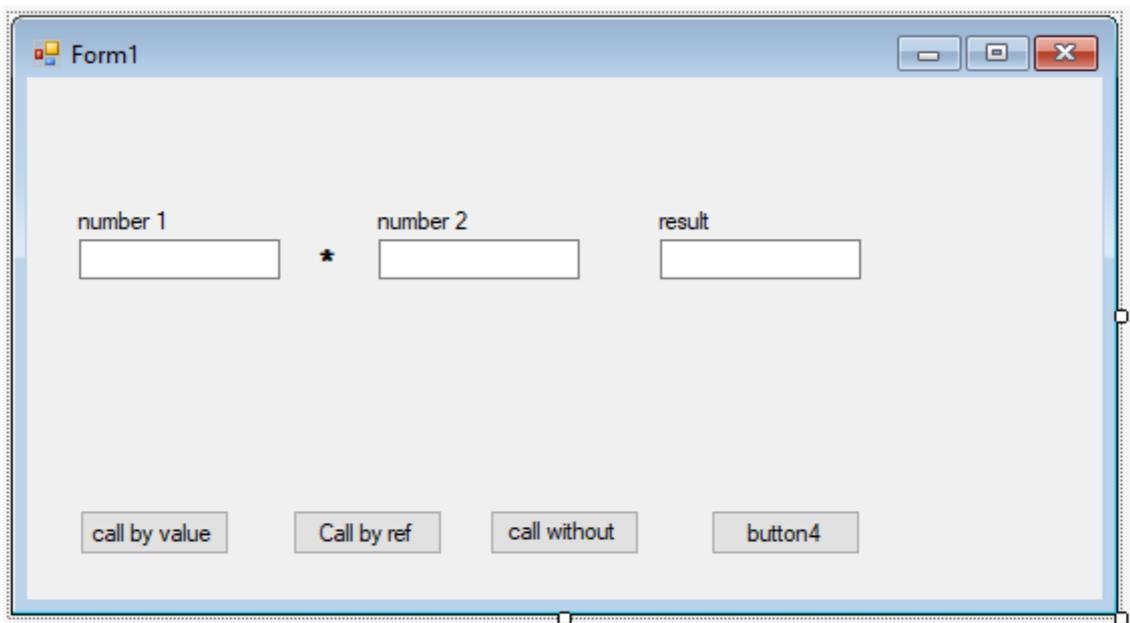


2A_How to call a function



```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace _2A_win_how_to_call_a_function
{
    public partial class Form1 : Form
    {
        int x, y;
        public Form1()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            //call by value
            int a, b;
            a = Convert.ToInt32(textBox1.Text);
            b = Convert.ToInt32(textBox2.Text);
            textBox3.Text = cbv(a, b).ToString();
        }

        private int cbv(int n1, int n2)
        {
            return n1 * n2;
        }

        private void button2_Click(object sender, EventArgs e)
```

```
{
    // call by reference
    int a = Convert.ToInt32(textBox1.Text);
    int b = Convert.ToInt32(textBox2.Text);
    cbr(ref a, b);
    textBox3.Text = a.ToString();
}
private void cbr (ref int x, int y)
{
    x = x * y;
}

private void button3_Click(object sender, EventArgs e)
{
    // calling a function without parameters or references
    x = Convert.ToInt32(textBox1.Text);
    y = Convert.ToInt32(textBox2.Text);
    cbg();
    textBox3.Text = x.ToString();
}

private void cbg()
{
    x = x * y;
}
}
```