

Add a method that takes two arguments

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/*
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C#: The Complete Reference
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by Herbert Schildt
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*/
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```
// Add a method that takes two arguments.
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```
using System;
```

```
class ChkNum {
```

```
// Return true if x is prime.
```

```
public bool isPrime(int x) {
```

```
for(int i=2; i < x/2 + 1; i++) if((x%i) == 0) return false;  
return true; } // Return the least common denominator. public
```

```
int lcd(int a, int b) { int max; if(isPrime(a) | isPrime(b))  
return 1; max = a < b ? a : b; for(int i=2; i < max/2 + 1;  
i++) if(((a%i) == 0) & ((b%i) == 0)) return i; return 1; } }
```

```
public class ParmDemo1 { public static void Main() { ChkNum ob  
= new ChkNum(); int a, b; for(int i=1; i < 10; i++)  
if(ob.isPrime(i)) Console.WriteLine(i + " is prime."); else  
Console.WriteLine(i + " is not prime."); a = 7; b = 8;  
Console.WriteLine("Least common denominator for " + a + " and  
" + b + " is " + ob.lcd(a, b)); a = 100; b = 8;  
Console.WriteLine("Least common denominator for " + a + " and  
" + b + " is " + ob.lcd(a, b)); a = 100; b = 75;  
Console.WriteLine("Least common denominator for " + a + " and  
" + b + " is " + ob.lcd(a, b)); } } [/csharp]
```