Function overhead test

For this test I was curious to see the overhead of a function call

I executed two methods `Benchmark1` and `Benchmark2` and compared their execution time.

```
private void Func()
{
 int j = 0;
}


public override void Benchmark1()
{
 for (int i = 0;  i < 50000;  i++)
 {
  int j = 0;
 }
}


public override void Benchmark2()
{
 for (int i = 0;  i < 50000;  i++)
 {
  Func();
 }
}
```

Both methods do the same thing, setting a variable j to 0, except that `Benchmark2` calls a function.

> B1 : 57.036 ms
> B2 : 66.207 ms (1.16 times slower)

> There's a little difference, calling a function has a little overhead, but nothing too bad.
> So in theory, putting everything into a single function is more performant (But obviously that would be a bad programming advice)

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