

Forum:[Hack Forums](#)

Thread: [C# Math \(Decimals\) \[Intermediate Level Tutorial\]](#)

Pulser - October 20, 2010, 8:47 pm

Math In C#

Intro:

When working with multiplying, dividing, subtracting, numbers from textBox's, you must always parse it. If you do not know how to do this, please see my parsing tutorial.

When working with decimals in C# "45.5235" you must use a floating point or a double. The difference between the two is this:

Float is a floating point on the end, it can hold up to 7 digits. (32 bit)

Double can have up to 16 digits. (64 bit)

Getting Started:

Create two textbox's, and a button.

Inside of the button, insert the following:

```
Code double num1 = double.Parse(textBox1.Text);  
double num2 = double.Parse(textBox2.Text);
```

```
double answer = num1 + num2;
```

```
    MessageBox.Show(answer.ToString());
```

The first line creates a new double variable, and parses the value from the first textbox.

The second line creates a new double variable, and parses the value from the second textbox.

The third line sets up another double variable, that adds the first two number.

Finally, the last line displays the answer.

If you want to do something other than add you need to use one of the other mathematical operators:

Code + Adds

- Subtracts

/ Divides

* Multiplies

Spoiler ([Click to View](#))[IMG]http://i51.[censored].com/egnvrd.jpg[/IMG]

Conclusion:

Calculating in C# can be used for so many different things. Whether its balancing your check book, finding out how much money you will make in a year, or calculating packets!

Code:

[IMG][http://i54.\[censored\].com/6yz9zp.jpg](http://i54.[censored].com/6yz9zp.jpg)[/IMG]

Code private void button4_Click(object sender, EventArgs e)

```
{
    double num1 = double.Parse(textBox1.Text);
    double num2 = double.Parse(textBox2.Text);

    double answer = num1 + num2;

    MessageBox.Show(answer.ToString());
}
```

private void Form1_Load(object sender, EventArgs e)

```
{
}
```

private void button1_Click(object sender, EventArgs e)

```
{
    double num1 = double.Parse(textBox1.Text);
    double num2 = double.Parse(textBox2.Text);

    double answer = num1 / num2;

    MessageBox.Show(answer.ToString());
}
```

private void button2_Click(object sender, EventArgs e)

```
{
    double num1 = double.Parse(textBox1.Text);
    double num2 = double.Parse(textBox2.Text);

    double answer = num1 * num2;

    MessageBox.Show(answer.ToString());
}
```

private void button3_Click(object sender, EventArgs e)

```
{
    double num1 = double.Parse(textBox1.Text);
    double num2 = double.Parse(textBox2.Text);

    double answer = num1 - num2;

    MessageBox.Show(answer.ToString());
}
```

Also, I do not recommend reusing variable names, I just did it to be lazy!

RoXaN - November 12, 2010, 3:32 pm

nice work but no comment here yet i just start reading one by one i like read ur all tut its really nice

thanks for good work sharing here its easy to understand now

HotN - November 12, 2010, 4:05 pm

"Intermediate Level Tutorial"

i'm thinking it's more of a beginner's tutorial.

"Intermediate Level Tutorial"

would include most of the common number variables, int, float, double, byte, and so on...

and how they react with eachother...

like... how

Code int num = 100;

float num2 = 1.34332f;

float result = num * num2;

float result2 = num * (int)num2;

float result3 = (float)num * num2;yea no, how result1 and result2 are the same, and result3 is not.

yea just my opinion, its a beginner's tutorial.

Pulser - November 12, 2010, 4:14 pm

(Nov 12, 2010 04:32 PM)RoXaN Wrote: [\[CITE\]](#) nice work but no comment here yet i just start reading one by one i like read ur all tut its really nice thanks for good work sharing here its easy to understand now

Thanks :D! I was planning on making more if they really did help people.