```
pace calculatorboch
                  InitializeComponent();
               private void button1_Click(object sender, EventArgs *)
              PerformOperation((a, b) -> a + b);
               private void button2_Click(object sender, EventArgs e)
                  PerformOperation((a, b) -> a - b);
               private void button3_Click(object sender, EventArgs e)
                  PerformOperation((a, b) -> a + b);
               private void button4_Click(object sender, EventArgs e) {
                  PerformOperation((a, b) -> a / b);
               private word hutton5_Click(object sender, EventArgs e)
                 PerformOperation((a, b) -> Math.Log(a, b));
               private void button5_Click(object sender, EventArgs e)
                  PerformOperation((a, b) -> Math.Abs(a)+Math.Abs(b));
               private void button7_Click(object sender, EventArgs e)
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              performOperation((a, b) -> a % b);
}
               private void buttonS_Click(object sender, EventArgs e)
                  PerformOperation((a, b) -> (int)a/(int)b);
              private void Formi_Load(object sender, EventArgs e) {
```



