**1050 Programming Logic**Lab 07 (25 points total)

1. Create a project called Lab07.

2. Create a class called MyMath. Implement the following properties and methods:

|  |
| --- |
| **MyMath** |
| double result  double operand1  double operand2 |
| public void Multiply (double operand1, double operand2)  public void Divide (double operand1, operand2)  public void Subtract (double operand1, double operand2)  public void Add (double operand1, operand2)  public double GetResult() |

3. Create an object or type MyMath in Program.cs and call each of your methods to test them. Output the value of GetResult each time.

Once complete, push your project to github and submit the URL to your repository in Blackboard.

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace MyMath

{

public class MyMath

{

public static double Multiply(double operand1, double operand2)

{

double multiply = operand1 \* operand2;

return multiply;

}

public static void Main(string[] args)

{

double o1 = 1;

double o2 = 2;

double GetResult = Multiply(o1, o2);

Console.WriteLine("{0}", GetResult);

}

}

}

**MY OUTPUT**



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using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace MyMath

{

public class MyMath

{

public static double Divide(double operand1, double operand2)

{

double divide = operand1 / operand2;

return divide;

}

public static void Main(string[] args)

{

double o1 = 1;

double o2 = 2;

double GetResult = Divide(o1, o2);

Console.WriteLine("{0}", GetResult);

}

}

}

**MY OUTPUT**



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using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace MyMath

{

public class MyMath

{

public static double Subtract(double operand1, double operand2)

{

double subtract = operand1 - operand2;

return subtract;

}

public static void Main(string[] args)

{

double o1 = 1;

double o2 = 2;

double GetResult = Subtract(o1, o2);

Console.WriteLine("{0}", GetResult);

}

}

}

**MY OUTPUT**



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using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace MyMath

{

public class MyMath

{

public static double Add(double operand1, double operand2)

{

double add = operand1 + operand2;

return add;

}

public static void Main(string[] args)

{

double o1 = 1;

double o2 = 2;

double GetResult = Add(o1, o2);

Console.WriteLine("{0}", GetResult);

}

}

}

**MY OUTPUT**

