NSNUMBER

```
#import <Foundation/Foundation.h>


int main ()
{
  NSNumber *myNumber;
    myNumber = [NSNumber numberWithFloat:3.47];
    NSLog (@"The value in NSNumber = %@", myNumber);


   return 0;
}
```

The code above generates the following result.

```
The value in NSNumber = 3.47
```

The following code shows how to use NSNumber to multiply two numbers and returns the product.

```
#import <Foundation/Foundation.h>

@interface SampleClass:NSObject

- (NSNumber *)multiplyA:(NSNumber *)a withB:(NSNumber *)b;

@end

@implementation SampleClass

- (NSNumber *)multiplyA:(NSNumber *)a withB:(NSNumber *)b
{
   float number1 = [a floatValue];
   float number2 = [b floatValue];
   float product = number1 * number2;
   NSNumber *result = [NSNumber numberWithFloat:product];
   return result;
}

@end
int main()
{
   NSAutoreleasePool * pool = [[NSAutoreleasePool alloc] init];

   SampleClass *sampleClass = [[SampleClass alloc]init];
   NSNumber *a = [NSNumber numberWithFloat:10.5];
   NSNumber *b = [NSNumber numberWithFloat:10.0];
   NSNumber *result = [sampleClass multiplyA:a withB:b];
   NSString *resultString = [result stringValue];
   NSLog(@"The product is %@",resultString);
   [pool drain];
   return 0;
}
```

Convert Float NSNumber to String

```
#import <Foundation/Foundation.h>

int main (int argc, const char * argv[])
{



        float fNumber = 12;

        NSString *floatToString = [NSString stringWithFormat:@"%f", fNumber];

        NSLog(@"floatToString = %@", floatToString);

        NSNumber *number = [NSNumber numberWithFloat:30];

        NSString *numberToString = [number stringValue];

        NSLog(@"numberToString = %@", numberToString);

    return 0;
}
```

The code above generates the following result.


```
floatToString = 12.000000
numberToString = 30
```

String to Number

```
#import <Foundation/Foundation.h>


int main (int argc, const char * argv[])
{



        NSString *aFloatValue = @"12.50";

        float f = [aFloatValue floatValue];

        float result = f * 2 + 45;

        NSLog(@"f = %f and result = %f", f, result);

        NSNumber *aFloatNumber = [NSNumber numberWithFloat:[aFloatValue floatValue
]];

        NSLog(@"aFloatNumber = %@", aFloatNumber);

    return 0;
}
```

The code above generates the following result.

```
f = 12.500000 and result = 70.000000
aFloatNumber = 12.5
```

Format a Number

```
#import <Foundation/Foundation.h>

int main (int argc, const char * argv[])
{



        NSNumber *numberToFormat = [NSNumber numberWithFloat:9.99];

        NSLog(@"numberToFormat = %@", numberToFormat);

        NSNumberFormatter *numberFormatter = [[NSNumberFormatter alloc] init];

        numberFormatter.numberStyle = NSNumberFormatterCurrencyStyle;

        NSLog(@"Formatted for currency: %@", [numberFormatter stringFromNumber:
        numberToFormat]);

        numberFormatter.numberStyle = NSNumberFormatterSpellOutStyle;

        NSLog(@"Formatted for spelling out: %@", [numberFormatter stringFromNumber
        :numberToFormat]);

    return 0;
}
```