Компонент

using System;

namespace Var10\_ex\_bibl

{

public class Calc

{

public int sum(int a, int b)

{

int c = a + b;

return c;

}

public int min(int a,int b)

{

int c = a - b;

return c;

}

public int mult(int a, int b)

{

int c = a \* b;

return c;

}

public int div(int a, int b)

{

int c = a / b;

return c;

}

}

}

Основа

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

using Var10\_ex\_bibl;

namespace Var10\_ex

{

public partial class Form1 : Form

{

Calc calc = new Calc();

public Form1()

{

InitializeComponent();

}

bool plus = false;

bool minus = false;

bool umnozhit = false;

bool delit = false;

int a = 0, b = 0;

private void button1\_Click(object sender, EventArgs e)

{

textBox1.Text = "";

textBox1.Text = textBox1.Text +"1";

}

private void button2\_Click(object sender, EventArgs e)

{

textBox1.Text = "";

textBox1.Text = textBox1.Text + "2";

}

private void button3\_Click(object sender, EventArgs e)

{

textBox1.Text = "";

textBox1.Text = textBox1.Text + "3";

}

private void button4\_Click(object sender, EventArgs e)

{

textBox1.Text = "";

textBox1.Text = textBox1.Text + "4";

}

private void button5\_Click(object sender, EventArgs e)

{

textBox1.Text = "";

textBox1.Text = textBox1.Text + "5";

}

private void button6\_Click(object sender, EventArgs e)

{

textBox1.Text = "";

textBox1.Text = textBox1.Text + "6";

}

private void button7\_Click(object sender, EventArgs e)

{

textBox1.Text = "";

textBox1.Text = textBox1.Text + "7";

}

private void button8\_Click(object sender, EventArgs e)

{

textBox1.Text = "";

textBox1.Text = textBox1.Text + "8";

}

private void button9\_Click(object sender, EventArgs e)

{

textBox1.Text = "";

textBox1.Text = textBox1.Text + "9";

}

private void button10\_Click(object sender, EventArgs e)

{

textBox1.Text = "";

textBox1.Text = textBox1.Text + "0";

}

private void slozhenie\_Click(object sender, EventArgs e)

{

plus = true;

textBox1.Tag = textBox1.Text;

textBox1.Text = "";

}

private void vu4iatnie\_Click(object sender, EventArgs e)

{

minus = true;

textBox1.Tag = textBox1.Text;

textBox1.Text = "";

}

private void umnozh\_Click(object sender, EventArgs e)

{

umnozhit = true;

textBox1.Tag = textBox1.Text;

textBox1.Text = "";

}

private void Delitt\_Click(object sender, EventArgs e)

{

delit = true;

textBox1.Tag = textBox1.Text;

textBox1.Text = "";

}

private void ravno\_Click(object sender, EventArgs e)

{

if (plus)

{

a = Convert.ToInt32(textBox1.Text);

b = Convert.ToInt32(textBox1.Tag);

textBox1.Text = calc.sum(a, b).ToString();

}

if (minus)

{

a = Convert.ToInt32(textBox1.Text);

b = Convert.ToInt32(textBox1.Tag);

textBox1.Text = calc.min(a, b).ToString();

}

if (umnozhit)

{

a = Convert.ToInt32(textBox1.Text);

b = Convert.ToInt32(textBox1.Tag);

textBox1.Text = calc.mult(a, b).ToString();

}

if (delit)

{

a = Convert.ToInt32(textBox1.Text);

b = Convert.ToInt32(textBox1.Tag);

if (a != 0 && b != 0)

{

textBox1.Text = calc.div(a, b).ToString();

}

else

{

textBox1.Text = "Try again)";

}

}

}

}

}