Namespace Refinity

Classes

CoordinateModel

Represents a coordinate model with X, Y, and optional Z values.

DateDifference

Class CoordinateModel

Namespace: Refinity
Assembly: Refinity.dll

Represents a coordinate model with X, Y, and optional Z values.

```
public class CoordinateModel
```

Inheritance

<u>object</u>

← CoordinateModel

Inherited Members

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{object.ToStrin$

Properties



Gets or sets the X value of the coordinate.

```
public double X { get; set; }
```

Property Value



Gets or sets the Y value of the coordinate.

```
public double Y { get; set; }
```

Property Value

<u>double</u>♂

Z

Gets or sets the optional Z value of the coordinate.

```
public double? Z { get; set; }
```

Property Value

<u>double</u>♂?

Class DateDifference

```
Namespace: Refinity

Assembly: Refinity.dll

public class DateDifference

Inheritance

object  ← DateDifference
```

Inherited Members

Properties

Days

```
public int Days { get; set; }
Property Value
int
```

Hours

```
public int Hours { get; set; }
Property Value
```

Minutes

<u>int</u>♂

```
public int Minutes { get; set; }
Property Value
<u>int</u>♂
Months
 public int Months { get; set; }
Property Value
<u>int</u>♂
Seconds
 public int Seconds { get; set; }
Property Value
<u>int</u>♂
Years
 public int Years { get; set; }
Property Value
```

<u>int</u>♂

Namespace Refinity.Benchmark Classes

<u>BenchmarkUtility</u>

Class BenchmarkUtility

Namespace: Refinity.Benchmark

Assembly: Refinity.dll

public static class BenchmarkUtility

Inheritance

Inherited Members

Methods

RunCodeBenchmark(Action, int)

Run a benchmark on an action.

public static BenchmarkModels RunCodeBenchmark(Action testMethod, int iterations = 1)

Parameters

testMethod <u>Action</u> ☑

The method to test.

iterations int♂

The number of iterations to run.

Returns

BenchmarkModels

A BenchmarkModels object containing the benchmark results.

RunCodeBenchmark<T>(Func<T>, int)

Run a benchmark on a method.

```
public static BenchmarkModels RunCodeBenchmark<T>(Func<T> testMethod, int iterations = 1)
```

Parameters

testMethod <u>Func</u> < T>

The method to test.

iterations <u>int</u>♂

The number of iterations to run.

Returns

BenchmarkModels

A BenchmarkModels object containing the benchmark results.

Type Parameters

Τ

The type of the method's return value.

Namespace Refinity.Benchmark.Models

Classes

<u>BenchmarkModels</u>

Enums

BenchmarkResult

Class BenchmarkModels

Namespace: Refinity.Benchmark.Models

Assembly: Refinity.dll

public class BenchmarkModels

Inheritance

<u>object</u> < Benchmark Models

Inherited Members

Constructors

BenchmarkModels()

```
public BenchmarkModels()
```

Properties

ElapsedTimeMs

```
public double ElapsedTimeMs { get; set; }
```

Property Value

double₫

Exception

```
public Exception? Exception { get; set; }
```

Property Value

Exception ☑

Iterations

```
public int Iterations { get; set; }
Property Value
int♂
```

Method

```
public string Method { get; set; }
Property Value
string♂
```

Result

```
public BenchmarkResult Result { get; set; }
```

Property Value

BenchmarkResult

Enum BenchmarkResult

Namespace: <u>Refinity.Benchmark.Models</u>

Assembly: Refinity.dll

public enum BenchmarkResult

Fields

Failure = 1

Success = 0

Namespace Refinity.Conversion Classes

ConvertUtility

Class ConvertUtility

```
Namespace: Refinity.Conversion
Assembly: Refinity.dll
 public static class ConvertUtility
Inheritance
object 
c ConvertUtility

Inherited Members
object.Equals(object) ♂, object.Equals(object, object) ♂, object.GetHashCode() ♂, object.GetType() ♂,
object.MemberwiseClone() ♂, object.ReferenceEquals(object, object) ♂, object.ToString() ♂
Methods
ConvertCsvToDataTable(string, char)
 public static DataTable ConvertCsvToDataTable(string path, char delimiter = ',')
```

Parameters

path <u>string</u>♂

delimiter <u>char</u>♂

Returns

ConvertCsvToObject<T>(Stream, Func<string[], T>, char)

```
public static List<T> ConvertCsvToObject<T>(Stream stream, Func<string[], T>
createObjectFunc, char delimiter = ',')
```

Parameters

```
stream Stream control createObjectFunc Func control c
```

ConvertToBase64(string)

public static string ConvertToBase64(string path)

Parameters

path <u>string</u>♂

Returns

<u>string</u> ☑

Namespace Refinity.Date Classes

<u>DateUtility</u>

Class DateUtility

Namespace: Refinity.Date

Assembly: Refinity.dll

```
public static class DateUtility
```

Inheritance

<u>object</u>

✓

Cobject

Cobject

Inherited Members

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{object.T$

Methods

Add(DateTime, int, int, int, int, int)

Adds a specified number of years, months, days, hours, minutes, and seconds to the given DateTime value.

```
public static DateTime Add(this DateTime value, int years = 0, int months = 0, int days = 0,
int hours = 0, int minutes = 0, int seconds = 0)
```

Parameters

The DateTime value to which the specified time interval should be added.

years <u>int</u>♂

The number of years to add. The default value is 0.

months int♂

The number of months to add. The default value is 0.

days <u>int</u>♂

The number of days to add. The default value is 0.

hours int♂

The number of hours to add. The default value is 0.

minutes <u>int</u>♂

The number of minutes to add. The default value is 0.

seconds <u>int</u>♂

The number of seconds to add. The default value is 0.

Returns

A new DateTime value that is the result of adding the specified time interval to the original DateTime value.

CalculateAge(DateTime)

Calculates the age based on the provided birth date.

```
public static int CalculateAge(this DateTime birthDate)
```

Parameters

birthDate <u>DateTime</u> ☑

The birth date.

Returns

<u>int</u>♂

The calculated age.

DeserializeDateTime(string)

Deserializes a string representation of a DateTime object.

```
public static DateTime DeserializeDateTime(this string dateTimeString)
```

Parameters

dateTimeString <u>string</u> <a>™

The string representation of the DateTime object.

Returns

The deserialized DateTime object.

FirstDayOfMonth(DateTime)

Returns the first day of the month for the specified DateTime value.

```
public static DateTime FirstDayOfMonth(this DateTime value)
```

Parameters

The DateTime value.

Returns

DateTime □

The first day of the month.

GetDateRange(DateTime, int, bool)

```
public static DateRangeModel GetDateRange(this DateTime startDate, int numberOfMonths, bool
startToFirst = false)
```

Parameters

Returns

<u>DateRangeModel</u>

GetDateRangeFromWeekNumber(int)

Gets the date range (start and end dates) for a given week number.

```
public static DateTime[] GetDateRangeFromWeekNumber(int weekNumber)
```

Parameters

weekNumber int

The week number.

Returns

DateTime <a>□ []

An array of DateTime objects representing the start and end dates of the week.

GetDifference(DateTime, DateTime)

```
public static DateDifference GetDifference(this DateTime from, DateTime to)
```

Parameters

from <u>DateTime</u>

☑

to <u>DateTime</u> □

Returns

DateDifference

GetWeekNumber(DateTime)

Gets the week number of the specified date.

```
public static int GetWeekNumber(this DateTime value)
```

Parameters

value <u>DateTime</u> □

The date value.

Returns

<u>int</u>♂

The week number of the specified date.

LastDayOfMonth(DateTime)

Returns the last day of the month for the specified DateTime value.

```
public static DateTime LastDayOfMonth(this DateTime value)
```

Parameters

value <u>DateTime</u> □

The DateTime value.

Returns

<u>DateTime</u> □

The last day of the month.

QuarterFromMonth(Months)

Calculates the quarter from a given month.

```
public static int QuarterFromMonth(Months value)
```

Parameters

value Months

The month value.

Returns

<u>int</u>♂

The quarter corresponding to the given month.

QuarterFromMonth(DateTime)

Calculates the quarter from the given month.

```
public static int QuarterFromMonth(this DateTime value)
```

Parameters

value <u>DateTime</u> □

The month value.

Returns

<u>int</u>♂

The quarter corresponding to the given month.

QuarterFromMonth(int)

Calculates the quarter from a given month value.

```
public static int QuarterFromMonth(this int value)
```

Parameters

value <u>int</u>♂

The month value.

Returns

<u>int</u>♂

The quarter corresponding to the month value.

QuarterlyFromMonth(Months)

Calculates the quarterly value from a given month.

```
public static int QuarterlyFromMonth(Months value)
```

Parameters

value Months

The month value.

Returns

<u>int</u>♂

The quarterly value.

QuarterlyFromMonth(DateTime)

Calculates the quarterly value from the given month.

```
public static int QuarterlyFromMonth(this DateTime value)
```

Parameters

value <u>DateTime</u> □

The month value.

Returns

<u>int</u>♂

The quarterly value.

QuarterlyFromMonth(int)

Calculates the quarterly value from a given month.

```
public static int QuarterlyFromMonth(this int value)
```

Parameters

value <u>int</u>♂

The month value.

Returns

<u>int</u>♂

The quarterly value.

SerializeDateTime(DateTime)

Serializes a DateTime object into a JSON string representation.

```
public static string SerializeDateTime(this DateTime dateTime)
```

Parameters

dateTime <u>DateTime</u> ☑

The DateTime object to be serialized.

Returns

<u>string</u> ♂

A JSON string representation of the DateTime object.

Subtract(DateTime, int, int, int, int, int)

Subtracts a specified number of years, months, days, hours, minutes, and seconds from the given DateTime value.

```
public static DateTime Subtract(this DateTime value, int years = 0, int months = 0, int days
= 0, int hours = 0, int minutes = 0, int seconds = 0)
```

Parameters

value <u>DateTime</u> □

The DateTime value to subtract from.

years <u>int</u>♂

The number of years to subtract. Default is 0.

months int♂

The number of months to subtract. Default is 0.

days <u>int</u>♂

The number of days to subtract. Default is 0.

hours int♂

The number of hours to subtract. Default is 0.

minutes <u>int</u>♂

The number of minutes to subtract. Default is 0.

seconds <u>int</u>♂

The number of seconds to subtract. Default is 0.

Returns

A new DateTime value that is the result of subtracting the specified years, months, days, hours, minutes, and seconds from the given DateTime value.

ToDateTime(string)

Converts a string value to a nullable DateTime object.

```
public static DateTime? ToDateTime(this string value)
```

Parameters

value <u>string</u> ♂

The string value to convert.

Returns

<u>DateTime</u> **□**?

A nullable DateTime object representing the converted value, or null if the conversion fails.

Namespace Refinity.Finance Classes

<u>FinanceUtility</u>

Class FinanceUtility

```
Namespace: Refinity.Finance
```

Assembly: Refinity.dll

public static class FinanceUtility

Inheritance

<u>object</u> < FinanceUtility

Inherited Members

Methods

ApplyTax(double, double)

Applies tax to the given amount.

public static double ApplyTax(double amount, double taxRate)

Parameters

amount <u>double</u> ♂

The amount to apply tax to.

taxRate double ☑

The tax rate in percentage.

Returns

double₫

The amount with tax applied.

BreakEvenPoint(double, double, double)

Calculates the break-even point based on fixed costs, variable costs, and selling price per unit.

```
public static double BreakEvenPoint(double fixedCosts, double variableCosts,
double sellingPrice)
```

Parameters

fixedCosts <u>double</u>♂

The total fixed costs.

variableCosts double♂

The variable costs per unit.

sellingPrice <u>double</u>♂

The selling price per unit.

Returns

<u>double</u> ☑

The break-even point in units.

CalculateCompoundInterest(double, double, double)

Calculates the compound interest based on the principal amount, interest rate, and time period.

```
public static double CalculateCompoundInterest(double principal, double interestRate,
double timePeriod)
```

Parameters

principal <u>double</u>♂

The principal amount.

interestRate <u>double</u> ☑

The interest rate.

timePeriod double♂

The time period in years.

Returns

<u>double</u> ☑

The calculated compound interest.

CalculateInterest(double, double, double)

Calculates the interest based on the principal amount, interest rate, and time period.

```
public static double CalculateInterest(double principal, double interestRate,
double timePeriod)
```

Parameters

principal <u>double</u> ☑

The principal amount.

interestRate double⊿

The interest rate.

timePeriod <u>double</u>♂

The time period in years.

Returns

double♂

The calculated interest.

CalculateInternalRateOfReturn(List < double >)

Calculates the internal rate of return (IRR) of a series of cash flows.

public static double CalculateInternalRateOfReturn(List<double> cashFlows)

Parameters

cashFlows <u>List</u> < <u>double</u> < >

The cash flows.

Returns

double₫

The calculated internal rate of return.

CalculateNetPresentValue(double, List < double >)

Calculates the net present value (NPV) of a series of cash flows based on a discount rate.

public static double CalculateNetPresentValue(double discountRate, List<double> cashFlows)

Parameters

discountRate double⊿

The discount rate.

cashFlows List♂ < double♂ >

The cash flows.

Returns

The calculated net present value.

CalculateSimpleInterest(double, double, double)

Calculates the simple interest based on the principal amount, interest rate, and time period.

```
public static double CalculateSimpleInterest(double principal, double interestRate,
double timePeriod)
```

Parameters

The principal amount.

interestRate <u>double</u>♂

The interest rate.

timePeriod <u>double</u>♂

The time period in years.

Returns

<u>double</u> □

The calculated simple interest.

DaysUntilDue(DateTime)

Calculates the number of days until the specified due date.

```
public static int DaysUntilDue(DateTime dueDate)
```

Parameters

dueDate DateTime♂

The due date to calculate the days until.

Returns

int₫

The number of days until the due date.

DifferencePercentage(double, double)

Calculates the difference between two values as a percentage.

public static double DifferencePercentage(this double value, double otherValue)

Parameters

value <u>double</u>♂

The first value.

otherValue double♂

The second value.

Returns

<u>double</u> □

The difference between the two values as a percentage.

DifferencePercentage(int, int)

Calculates the difference between two integers as a percentage.

public static double DifferencePercentage(this int value, int otherValue)

Parameters

value <u>int</u>♂

The first integer value.

otherValue int♂

The second integer value.

Returns

<u>double</u> ☑

The difference between the two integers as a percentage.

PaybackPeriod(double, List<double>)

Calculates the time required to recover the cost of an investment.

public static double PaybackPeriod(double initialInvestment, List<double> cashFlows)

Parameters

initialInvestment <u>double</u>♂

The initial investment cost.

cashFlows <u>List</u> < <u>double</u> < >

The cash flows generated by the investment.

Returns

<u>double</u> ☑

The payback period in years.

PredictFutureValue(double, double, DateTime, DateTime)

Predicts the future value based on the present value, interest rate, start date, and end date.

public static double PredictFutureValue(double presentValue, double interestRate, DateTime
startDate, DateTime endDate)

Parameters

presentValue <u>double</u>♂

The present value.

interestRate <u>double</u> ☑ The interest rate. startDate <u>DateTime</u> ☑ The start date. endDate <u>DateTime</u> □ The end date. Returns <u>double</u> ☑ The predicted future value. PredictFutureValue(double, double, double) Calculates the future value of a present value based on the interest rate and time period. public static double PredictFutureValue(double presentValue, double interestRate, double timePeriod) **Parameters** presentValue <u>double</u>♂ The present value. interestRate double♂ The interest rate. timePeriod <u>double</u>♂ The time period in years. Returns

<u>double</u> ☑

The future value of the present value.

ToCurrency(double)

Converts a double value to a currency string representation.

```
public static string ToCurrency(this double value)
```

Parameters

value <u>double</u>♂

The double value to convert.

Returns

A string representation of the double value formatted as currency.

ToCurrency(double, CultureInfo)

Converts the specified integer value to a currency string representation using the specified culture information.

```
public static string ToCurrency(this double value, CultureInfo cultureInfo)
```

Parameters

value <u>double</u>♂

The integer value to convert.

cultureInfo CultureInfo♂

The culture information used for formatting the currency string.

Returns

<u>string</u> ♂

A string representation of the specified integer value formatted as a currency.

Namespace Refinity.Geometry Classes

<u>GeometryUtility</u>

Class GeometryUtility

Namespace: Refinity.Geometry

Assembly: Refinity.dll

public static class GeometryUtility

Inheritance

 \underline{object} \subseteq GeometryUtility

Inherited Members

Methods

AreaOfCircle(double)

Calculates the area of a circle.

public static double AreaOfCircle(double radius)

Parameters

radius <u>double</u>♂

The radius of the circle.

Returns

double₫

The area of the circle.

AreaOfParallelogram(double, double)

Calculates the area of a parallelogram.

```
public static double AreaOfParallelogram(double @base, double height)
```

Parameters

The base of the parallelogram.

height <u>double</u>♂

The height of the parallelogram.

Returns

<u>double</u> ☑

The area of the parallelogram.

AreaOfRectangle(double, double)

Calculates the area of a rectangle.

```
public static double AreaOfRectangle(double length, double width)
```

Parameters

$\textbf{length } \underline{\textbf{double}} \textbf{Z}$

The length of the rectangle.

width <u>double</u>♂

The width of the rectangle.

Returns

The area of the rectangle.

AreaOfRhombus(double, double)

Calculates the area of a rhombus.

```
public static double AreaOfRhombus(double diagonal1, double diagonal2)
```

Parameters

diagonal1 double ♂

The first diagonal of the rhombus.

diagonal2 <u>double</u>♂

The second diagonal of the rhombus.

Returns

The area of the rhombus.

AreaOfSector(double, double)

Calculates the area of a sector.

```
public static double AreaOfSector(double radius, double angle)
```

Parameters

radius <u>double</u>♂

The radius of the sector.

angle <u>double</u>♂

The angle of the sector.

Returns

<u>double</u> ☑

The area of the sector.

AreaOfSquare(double)

Calculates the area of a square.

public static double AreaOfSquare(double side)

Parameters

side double♂

The side of the square.

Returns

<u>double</u> □

The area of the square.

AreaOfTrapezoid(double, double, double)

Calculates the area of a trapezoid.

public static double AreaOfTrapezoid(double base1, double base2, double height)

Parameters

base1 double ☑

The first base of the trapezoid.

base2 <u>double</u>♂

The second base of the trapezoid.

height <u>double</u>♂

The height of the trapezoid.

Returns

<u>double</u> ☑

The area of the trapezoid.

AreaOfTriangle(double, double)

Calculates the area of a triangle.

```
public static double AreaOfTriangle(double @base, double height)
```

Parameters

base <u>double</u> ☑

The base of the triangle.

height <u>double</u>♂

The height of the triangle.

Returns

The area of the triangle.

CalculateDistance(double, double, double, double)

Calculates the distance between two points in a two-dimensional space.

```
public static double CalculateDistance(double x1, double y1, double x2, double y2)
```

Parameters

x1 double ☑

The x-coordinate of the first point.

y1 double ♂

The y-coordinate of the first point.

x2 double ☑

The x-coordinate of the second point.

y2 <u>double</u>♂

The y-coordinate of the second point.

Returns

<u>double</u> ☑

The distance between the two points.

CalculateIsoscelesTrapezoidPerimeter(double, double, double)

Calculates the perimeter of an isosceles trapezoid.

```
public static double CalculateIsoscelesTrapezoidPerimeter(double base1, double base2,
double side)
```

Parameters

base1 <u>double</u>♂

The length of the first base.

The length of the second base.

side <u>double</u>♂

The length of the side.

Returns

<u>double</u> ☑

The perimeter of the isosceles trapezoid.

CalculateIsoscelesTrapezoidSide(double, double, double)

Calculates the length of a side of an isosceles trapezoid given the lengths of its bases and height.

```
public static double CalculateIsoscelesTrapezoidSide(double base1, double base2,
double height)
```

Parameters

base1 doubled

The length of the first base of the trapezoid.

The length of the second base of the trapezoid.

height <u>double</u>♂

The height of the trapezoid.

Returns

double₫

The length of the side of the trapezoid.

CalculateParallelogramPerimeter(double, double)

Calculates the perimeter of a parallelogram.

```
public static double CalculateParallelogramPerimeter(double baseLength, double sideLength)
```

Parameters

baseLength <u>double</u> □

The length of the base of the parallelogram.

sideLength <u>double</u>♂

The length of the side of the parallelogram.

Returns

double₫

The perimeter of the parallelogram.

CalculateRectangleDiagonal(double, double)

Calculates the diagonal length of a rectangle using its length and width.

public static double CalculateRectangleDiagonal(double length, double width)

Parameters

length <u>double</u>♂

The length of the rectangle.

width <u>double</u>♂

The width of the rectangle.

Returns

<u>double</u> ☑

The diagonal length of the rectangle.

CalculateRectanglePerimeter(double, double)

Calculates the perimeter of a rectangle.

public static double CalculateRectanglePerimeter(double length, double width)

Parameters

length <u>double</u>♂

The length of the rectangle.

width <u>double</u>♂

The width of the rectangle.

Returns

The perimeter of the rectangle.

CalculateRhombusPerimeter(double)

Calculates the perimeter of a rhombus given the length of its side.

public static double CalculateRhombusPerimeter(double side)

Parameters

side <u>double</u>♂

The length of the side of the rhombus.

Returns

<u>double</u> ☑

The perimeter of the rhombus.

CalculateRightTrapezoidDiagonal(double, double, double, double)

Calculates the diagonal of a right trapezoid.

public static double CalculateRightTrapezoidDiagonal(double base1, double base2, double
height, double side)

Parameters

base1 double do

The length of the first base of the trapezoid.

base2 <u>double</u> ☑

The length of the second base of the trapezoid.

height <u>double</u>♂

The height of the trapezoid.

side <u>double</u>♂

The length of the side of the trapezoid.

Returns

double₫

The diagonal of the right trapezoid.

CalculateRightTrapezoidPerimeter(double, double, double, double)

Calculates the perimeter of a right trapezoid.

public static double CalculateRightTrapezoidPerimeter(double base1, double base2, double height, double side)

Parameters

base1 double ☑

The length of the first base.

The length of the second base.

height <u>double</u>♂

The height of the trapezoid.

side <u>double</u>♂

The length of the side.

Returns

<u>double</u> ☑

The perimeter of the right trapezoid.

CalculateSlope(double, double, double, double)

Calculates the slope between two points on a Cartesian plane.

```
public static double CalculateSlope(double x1, double y1, double x2, double y2)
```

Parameters

x1 double ♂

The x-coordinate of the first point.

y1 double ☑

The y-coordinate of the first point.

x2 double ☑

The x-coordinate of the second point.

y2 <u>double</u> ☑

The y-coordinate of the second point.

Returns

<u>double</u> ☑

The slope between the two points.

CalculateSquarePerimeter(double)

Calculates the perimeter of a square.

```
public static double CalculateSquarePerimeter(double side)
```

Parameters

side <u>double</u>♂

The length of a side of the square.

Returns

<u>double</u> ☑

The perimeter of the square.

CalculateTrapezoidPerimeter(double, double, double, double)

Calculates the perimeter of a trapezoid.

```
public static double CalculateTrapezoidPerimeter(double base1, double base2, double side1,
double side2)
```

Parameters

base1 double do

The length of the first base of the trapezoid.

base2 double dou

The length of the second base of the trapezoid.

side1 <u>double</u>♂

The length of the first side of the trapezoid.

side2 <u>double</u>♂

The length of the second side of the trapezoid.

Returns

The perimeter of the trapezoid.

ToCartesianCoordinates(double, double)

Converts Cartesian coordinates to cartesian coordinates.

```
public static CoordinateModel ToCartesianCoordinates(double radius, double angle)
```

Parameters

radius <u>double</u>♂

The radius.

angle <u>double</u>♂

The angle.

Returns

CoordinateModel

ToPolarCoordinates(double, double)

Converts Cartesian coordinates to polar coordinates.

```
public static CoordinateModel ToPolarCoordinates(double x, double y)
```

Parameters

x <u>double</u> ☑

The x-coordinate.

y <u>double</u> ☑

The y-coordinate.

Returns

CoordinateModel

Namespace Refinity.Logging

Classes

<u>LoggingUtility</u>

Class LoggingUtility

Namespace: Refinity.Logging

Assembly: Refinity.dll

public class LoggingUtility

Inheritance

Inherited Members

Constructors

LoggingUtility(string, LogFileType)

Represents a utility class for logging.

public LoggingUtility(string logFileName, LogFileType logFileType = LogFileType.TXT)

Parameters

logFileName <u>string</u>♂

logFileType

Methods

Debug(string)

Writes a debug message to the log.

public void Debug(string message)

Parameters

```
message <u>string</u>♂
```

The message to be logged.

Error(string)

Logs an error message.

```
public void Error(string message)
```

Parameters

```
message <u>string</u>♂
```

The message to be logged.

Fatal(string)

Logs a fatal error message.

```
public void Fatal(string message)
```

Parameters

```
message \ \underline{string} \ \underline{ \ } \\
```

The message to be logged.

Info(string)

Logs an informational message.

```
public void Info(string message)
```

Parameters

message <u>string</u>♂

The message to be logged.

Warn(string)

Logs a warning message.

public void Warn(string message)

Parameters

message <u>string</u>♂

The message to be logged.

Namespace Refinity.Logging.Models

Classes

<u>LogColorHelper</u>

Enums

<u>LogLevel</u>

Class LogColorHelper

Namespace: Refinity.Logging.Models

Assembly: Refinity.dll

public class LogColorHelper

Inheritance

<u>object</u>

✓ LogColorHelper

Inherited Members

Methods

GetLogLevelColor(LogLevel)

public static ConsoleColor GetLogLevelColor(LogLevel logLevel)

Parameters

logLevel LogLevel

Returns

Enum LogLevel

Namespace: <u>Refinity.Logging.Models</u>

Assembly: Refinity.dll

public enum LogLevel

Fields

DEBUG = 1

ERROR = 4

FATAL = 5

INFO = 2

TRACE = 0

WARNING = 3

Namespace Refinity.Math

Classes

<u>LinearRegressionModel</u>

<u>MathUtility</u>

Class LinearRegressionModel

Namespace: <u>Refinity</u>.<u>Math</u>

Assembly: Refinity.dll

public class LinearRegressionModel

Inheritance

<u>object</u>

✓ LinearRegressionModel

Inherited Members

Constructors

LinearRegressionModel(double, double, double)

```
public LinearRegressionModel(double m, double b, double r)
```

Parameters

m <u>double</u>♂

b double ☑

r <u>double</u> □

Properties

Correlation

```
public double Correlation { get; set; }
```

Property Value

```
<u>double</u>♂
```

Intercept

```
public double Intercept { get; set; }
Property Value
double♂
```

Slope

```
public double Slope { get; set; }
```

Property Value

<u>double</u> ♂

Class MathUtility

Namespace: Refinity. Math Assembly: Refinity.dll public static class MathUtility Inheritance <u>object</u>

✓ MathUtility **Inherited Members** object.Equals(object) ♂, object.Equals(object, object) ♂, object.GetHashCode() ♂, object.GetType() ♂, **Methods** Clamp(double, double, double) Clamps a value between a minimum and maximum value. public static double Clamp(this double value, double min, double max) **Parameters** value <u>double</u>♂ The value to clamp. min <u>double</u>♂ The minimum value. max double ♂ The maximum value.

Returns

double₫

The clamped value.

ConvertToBaseBinary(int)

Converts an integer to its binary representation in base 2.

```
public static int ConvertToBaseBinary(this int n)
```

Parameters

n <u>int</u>♂

The integer to convert.

Returns

<u>int</u> ☑

The binary representation of the input integer.

ConvertToBaseHexadecimal(int)

Converts an integer to its hexadecimal representation.

```
public static int ConvertToBaseHexadecimal(this int n)
```

Parameters

n <u>int</u>♂

The integer to convert.

Returns

<u>int</u>♂

The hexadecimal representation of the input integer.

ConvertToBaseOctal(int)

Converts an integer to its octal representation.

```
public static int ConvertToBaseOctal(this int n)
```

Parameters

n <u>int</u>♂

The integer to be converted.

Returns

<u>int</u>♂

The octal representation of the input integer.

DegreesToHMS(double)

Converts degrees to hours, minutes, and seconds.

```
public static (int hours, int minutes, double seconds) DegreesToHMS(double degrees)
```

Parameters

degrees <u>double</u>♂

The degrees to convert.

Returns

(int downs downs, int downs downs, int downs downs, downs downs, int downs, do

A tuple containing the hours, minutes, and seconds.

DegreesToHMSString(double)

Converts the given degrees to a string representation in hours, minutes, and seconds format.

```
public static string DegreesToHMSString(this double degrees)
```

Parameters

degrees double degree de degree de degree degree degree degree degree degree degree degree de degree degree de degree degree degree de degree

The degrees to convert.

Returns

<u>string</u> ☑

A string representation of the degrees in hours, minutes, and seconds format.

DegreesToRadians(double)

Converts degrees to radians.

```
public static double DegreesToRadians(this double degrees)
```

Parameters

degrees <u>double</u>♂

The angle in degrees.

Returns

<u>double</u> ☑

The angle in radians.

Divisors(int)

Returns an array of divisors for the given integer.

```
public static int[] Divisors(this int n)
```

Parameters

n <u>int</u>♂

The integer for which to find divisors.

Returns

<u>int</u> □ []

An array of divisors.

Factorial(int)

Calculates the factorial of a non-negative integer.

```
public static int Factorial(this int n)
```

Parameters

n <u>int</u>♂

The non-negative integer.

Returns

<u>int</u>♂

The factorial of the input integer.

Fibonacci(int)

Calculates the Fibonacci number for a given integer.

```
public static int Fibonacci(this int n)
```

Parameters

n <u>int</u>♂

The input integer.

Returns

<u>int</u>♂

The Fibonacci number.

GetStandardDeviation(double[])

Calculates the mean and standard deviation of an array of doubles.

```
public static (double mean, double standardDeviation) GetStandardDeviation(this
double[] values)
```

Parameters

values <u>double</u> □[]

The array of doubles.

Returns

(double mean double standard Deviation d)

A tuple containing the mean and standard deviation.

GetStandardDeviation(int[])

Calculates the mean and standard deviation of an array of integers.

```
public static (double mean, double standardDeviation) GetStandardDeviation(this
int[] values)
```

Parameters

values <u>int</u>d[]

The array of integers.

Returns

```
(double double double
```

A tuple containing the mean and standard deviation.

GreatestCommonDivisor(int, int)

Calculates the greatest common divisor (GCD) of two integers.

```
public static int GreatestCommonDivisor(this int a, int b)
```

Parameters

a <u>int</u>♂

The first integer.

b int □

The second integer.

Returns

<u>int</u>♂

The greatest common divisor of the two integers.

Invert(double)

Inverts the specified value.

```
public static double Invert(this double value)
```

Parameters

value <u>double</u>♂

The value to invert.

Returns

<u>double</u> ☑

The inverted value.

Invert(int)

Inverts the specified integer value.

```
public static double Invert(this int value)
```

Parameters

```
value <u>int</u>♂
```

The value to invert.

Returns

<u>double</u> □

The inverted value.

IsApproximatelyEqualTo(double, double, double)

Determines whether the specified value is approximately equal to the other value within the given tolerance.

```
public static bool IsApproximatelyEqualTo(this double value, double otherValue,
double tolerance)
```

Parameters

value <u>double</u>♂

The value to compare.

otherValue double♂

The other value to compare.

```
tolerance <u>double</u>♂
```

The tolerance within which the values are considered equal.

Returns

bool₫

true if the values are approximately equal; otherwise, false.

IsDivisibleBy(int, int)

Determines whether an integer is divisible by a given divisor.

```
public static bool IsDivisibleBy(this int n, int divisor)
```

Parameters

n int♂

The integer to check for divisibility.

divisor int♂

The divisor to check against.

Returns

bool ₫

True if the integer is divisible by the divisor, otherwise false.

IsDivisibleBy(int, int, out int)

Determines whether an integer is divisible by a given divisor and calculates the quotient.

```
public static bool IsDivisibleBy(this int n, int divisor, out int quotient)
```

Parameters

```
n <u>int</u>♂
```

The integer to check for divisibility.

```
divisor <u>int</u>♂
```

The divisor to check against.

quotient <u>int</u>♂

The calculated quotient if the integer is divisible by the divisor.

Returns

bool ♂

True if the integer is divisible by the divisor, false otherwise.

IsEven(int)

Determines whether the specified integer is even.

```
public static bool IsEven(this int n)
```

Parameters

n <u>int</u>♂

The integer to check.

Returns

bool ♂

true if the integer is even; otherwise, false.

IsInRange(double, double, double)

Determines whether the specified value is within the specified range.

```
public static bool IsInRange(this double value, double min, double max)
```

value <u>double</u>♂

The value to check.

min <u>double</u>♂

The minimum value of the range.

max <u>double</u>♂

The maximum value of the range.

Returns

bool₫

true if the value is within the range; otherwise, false.

IsOdd(int)

Determines whether the specified integer is odd.

```
public static bool IsOdd(this int n)
```

Parameters

n <u>int</u>♂

The integer to check.

Returns

bool ♂

true if the specified integer is odd; otherwise, false.

IsPrime(double)

Determines whether the specified number is a prime number.

```
public static bool IsPrime(this double n)
```

Parameters

n <u>double</u>♂

The number to check.

Returns

bool ♂

true if the number is prime; otherwise, false.

IsPrime(int)

Determines whether the specified number is a prime number.

```
public static bool IsPrime(this int n)
```

Parameters

n int♂

The number to check.

Returns

bool₫

true if the number is prime; otherwise, false.

LeastCommonMultiple(int, int)

Calculates the least common multiple (LCM) of two integers.

```
public static int LeastCommonMultiple(this int a, int b)
```

a <u>int</u>♂

The first integer.

b <u>int</u>♂

The second integer.

Returns

<u>int</u>♂

The least common multiple of the two integers.

LogBaseN(double, double)

Calculates the logarithm of a specified value in a specified base.

```
public static double LogBaseN(this double value, double n)
```

Parameters

value <u>double</u>♂

The value for which to calculate the logarithm.

n <u>double</u> ☑

The base of the logarithm.

Returns

<u>double</u> ☑

The logarithm of the specified value in the specified base.

MatrixAddition(dynamic, dynamic)

Adds two matrices together.

public static dynamic MatrixAddition(dynamic matrix1, dynamic matrix2)

Parameters

matrix1 dynamic

The first matrix.

matrix2 dynamic

The second matrix.

Returns

dynamic

The result of the matrix addition.

MatrixInverse(dynamic)

Represents a type that can hold values of any type.

public static dynamic MatrixInverse(dynamic matrix)

Parameters

matrix dynamic

Returns

dynamic

Remarks

The dynamic type is used to bypass compile-time type checking and enable late binding. It allows you to invoke members and perform operations on objects without knowing their specific type at compile time.

MatrixMultiplication(dynamic, dynamic)

Performs matrix multiplication on two dynamic matrices.

public static dynamic MatrixMultiplication(dynamic matrix1, dynamic matrix2)

Parameters

matrix1 dynamic

The first matrix.

matrix2 dynamic

The second matrix.

Returns

dynamic

The result of the matrix multiplication.

MatrixScalarMultiplication(dynamic, double)

Performs scalar multiplication on a matrix.

public static dynamic MatrixScalarMultiplication(dynamic matrix, double scalar)

Parameters

matrix dynamic

The matrix to be multiplied.

scalar <u>double</u>♂

The scalar value to multiply the matrix by.

Returns

dynamic

The result of the matrix scalar multiplication.

MatrixSubtraction(dynamic, dynamic)

Performs subtraction of two matrices.

```
public static dynamic MatrixSubtraction(dynamic matrix1, dynamic matrix2)
```

Parameters

matrix1 dynamic

The first matrix.

matrix2 dynamic

The second matrix.

Returns

dynamic

The result of the matrix subtraction.

MatrixTranspose(dynamic)

Transposes a matrix.

```
public static dynamic MatrixTranspose(dynamic matrix)
```

Parameters

matrix dynamic

The matrix to transpose.

Returns

dynamic

The transposed matrix.

Median(params double[])

Calculates the median value of an array of numbers.

```
public static double Median(params double[] numbers)
```

Parameters

numbers <u>double</u> □ []

The array of numbers.

Returns

The median value.

Mode(params double[])

Calculates the mode value of an array of numbers.

```
public static double Mode(params double[] numbers)
```

Parameters

numbers <u>double</u> []

The array of numbers.

Returns

double₫

The mode value.

NextPrime(double)

Finds the next prime number greater than the specified number.

```
public static double NextPrime(this double n)
```

Parameters

n <u>double</u>♂

The number to find the next prime number after.

Returns

<u>double</u> □

The next prime number greater than n.

NextPrime(int)

Finds the next prime number greater than the specified number.

```
public static int NextPrime(this int n)
```

Parameters

n int♂

The number to find the next prime number after.

Returns

<u>int</u>♂

The next prime number greater than n.

Normalize(double, double, double)

Normalizes a value within a specified range.

```
public static double Normalize(this double value, double min, double max)
```

value <u>double</u>♂

The value to be normalized.

min <u>double</u> ☑

The minimum value of the range.

max <u>double</u>♂

The maximum value of the range.

Returns

<u>double</u> ☑

The normalized value.

PercentageOf(double, double)

Calculates the percentage of a value relative to another value.

```
public static double PercentageOf(this double value, double otherValue)
```

Parameters

value <u>double</u>♂

The value to calculate the percentage of.

otherValue <u>double</u>♂

The value to calculate the percentage relative to.

Returns

double₫

The percentage of the value relative to the other value.

PercentageOf(int, int)

Calculates the percentage of a value relative to another value.

```
public static double PercentageOf(this int value, int otherValue)
```

Parameters

value <u>int</u>♂

The value to calculate the percentage of.

otherValue int♂

The value to calculate the percentage relative to.

Returns

<u>double</u> □

The percentage of the value relative to the other value.

PerformLinearRegression(double[], double[])

Performs linear regression on the given arrays of x and y values.

```
public static LinearRegressionModel PerformLinearRegression(this double[] x, double[] y)
```

Parameters

x double []

The array of x values.

y <u>double</u> []

The array of y values.

Returns

LinearRegressionModel

An object containing the slope (m), y-intercept (b), and correlation coefficient (r).

PerformLinearRegression(int[], int[])

Performs linear regression on the given arrays of x and y values.

```
public static LinearRegressionModel PerformLinearRegression(this int[] x, int[] y)
```

Parameters

x <u>int</u>♂[]

The array of x values.

y <u>int</u>♂[]

The array of y values.

Returns

<u>LinearRegressionModel</u>

An object containing the slope (m), y-intercept (b), and correlation coefficient (r).

RadiansToDegrees(double)

Converts an angle from radians to degrees.

```
public static double RadiansToDegrees(this double radians)
```

Parameters

radians <u>double</u> □

The angle in radians.

Returns

<u>double</u> ☑

The angle in degrees.

SimpsonRuleIntegration(Func < double, double >, double, double, int)

Performs numerical integration using Simpson's rule.

```
public static double SimpsonRuleIntegration(Func<double, double> function, double a, double
b, int n)
```

Parameters

function Func <a double double feature

The function to integrate.

a <u>double</u>♂

The lower limit of integration.

b double ☑

The upper limit of integration.

n <u>int</u>♂

The number of intervals.

Returns

<u>double</u> ☑

The approximate value of the integral.

SumTo(double, double)

Calculates the sum of an arithmetic series up to a given number of terms.

```
public static double SumTo(this double value, double n)
```

value <u>double</u>♂

The first term of the series.

n <u>double</u>♂

The number of terms in the series.

Returns

The sum of the arithmetic series.

SumTo(int, int)

Calculates the sum of an arithmetic series up to a given number of terms.

```
public static double SumTo(this int value, int n)
```

Parameters

value <u>int</u>♂

The first term of the series.

n <u>int</u>♂

The number of terms in the series.

Returns

<u>double</u> ☑

The sum of the arithmetic series.

ToScientificNotation(double)

Converts a number to scientific notation.

```
public static string ToScientificNotation(this double number)
```

Parameters

number <u>double</u>♂

The number to convert.

Returns

The number in scientific notation.

ToStringPercentage(double, int)

Formats a double value as a percentage string.

```
public static string ToStringPercentage(this double value, int decimalPlaces = 2)
```

Parameters

value <u>double</u>♂

The double value to format.

decimalPlaces <u>int</u>♂

The number of decimal places to include in the formatted string. Default is 2.

Returns

A string representation of the double value formatted as a percentage.

Namespace Refinity.Strings

Classes

Class StringsUtility

Namespace: Refinity.Strings

Assembly: Refinity.dll

public static class StringsUtility

Inheritance

<u>object</u> < Color ← StringsUtility

Inherited Members

Methods

FromBase64(string)

Converts a base64 encoded string to its original UTF-8 representation.

```
public static string FromBase64(this string base64)
```

Parameters

base64 string

The base64 encoded string to convert.

Returns

<u>string</u> ♂

The original UTF-8 representation of the base64 encoded string.

FromBase64(string, Encoding)

Converts a Base64 encoded string to its original form using the specified encoding.

```
public static string FromBase64(this string base64, Encoding encoding)
```

base64 string 🗗

The Base64 encoded string to convert.

encoding <u>Encoding</u> ♂

The encoding to use for decoding the Base64 string.

Returns

The original string represented by the Base64 encoded string.

IsPalindrome(string)

Determines whether a string is a palindrome.

```
public static bool IsPalindrome(this string input)
```

Parameters

input <u>string</u>♂

The string to check.

Returns

bool ♂

True if the string is a palindrome; otherwise, false.

RemoveHTMLTags(string)

Removes HTML tags from a string.

```
public static string RemoveHTMLTags(this string input)
```

input <u>string</u> ♂

The input string.

Returns

The string with HTML tags removed.

RemoveNewLines(string)

Removes all new line characters from the input string.

```
public static string RemoveNewLines(this string input)
```

Parameters

input <u>string</u>♂

The input string.

Returns

<u>string</u> ☑

The input string without any new line characters.

RemoveNewLines(string, bool)

Removes new lines and optionally tabs from the input string.

```
public static string RemoveNewLines(this string input, bool removeTabs)
```

```
input <u>string</u> ☑
```

The input string.

removeTabs <u>bool</u>♂

Specifies whether to remove tabs as well.

Returns

<u>string</u> ♂

The input string with new lines and tabs removed.

RemoveTabs(string)

Removes all tab characters from the input string.

```
public static string RemoveTabs(this string input)
```

Parameters

input <u>string</u> ♂

The input string.

Returns

<u>string</u> ♂

A new string with all tab characters removed.

RemoveTabs(string, bool)

Removes tabs and optionally new lines from a string.

```
public static string RemoveTabs(this string input, bool removeNewLines)
```

```
input <u>string</u> ☑
```

The input string.

removeNewLines bool ♂

A boolean value indicating whether to remove new lines.

Returns

<u>string</u> □

The modified string with tabs and new lines removed.

RemoveWhitespace(string)

Removes all whitespace characters from the input string.

public static string RemoveWhitespace(this string input)

Parameters

input <u>string</u>♂

The string to remove whitespace from.

Returns

<u>string</u> ♂

A new string with all whitespace characters removed.

RemoveWhitespace(string, bool)

Removes whitespace characters from a string.

public static string RemoveWhitespace(this string input, bool removeNewLines)

```
input <u>string</u> ☑
```

The input string.

```
removeNewLines bool♂
```

A flag indicating whether to remove new line characters.

Returns

The input string with whitespace characters removed.

RemoveWhitespace(string, bool, bool)

Removes whitespace characters from a string.

```
public static string RemoveWhitespace(this string input, bool removeNewLines,
bool removeTabs)
```

Parameters

input <u>string</u> ♂

The input string.

removeNewLines bool♂

Specifies whether to remove new line characters.

removeTabs <u>bool</u>♂

Specifies whether to remove tab characters.

Returns

<u>string</u> ♂

The input string with whitespace characters removed.

Reverse(string)

Reverses the characters in a string.

```
public static string Reverse(this string input)
```

Parameters

input <u>string</u> ♂

The string to be reversed.

Returns

<u>string</u> ♂

The reversed string.

SplitCamelCase(string)

Splits a camel case string into an array of strings.

```
public static string[] SplitCamelCase(this string input)
```

Parameters

input <u>string</u> ♂

The camel case string to split.

Returns

string <a>d []

An array of strings representing the split camel case string.

ToBase64(string)

Converts a string to its Base64 representation.

```
public static string ToBase64(this string text)
```

text <u>string</u> ☑

The string to convert.

Returns

The Base64 representation of the input string.

ToBase64(string, Encoding)

Converts a string to its Base64 representation using the specified encoding.

```
public static string ToBase64(this string text, Encoding encoding)
```

Parameters

text <u>string</u>♂

The string to convert.

encoding <u>Encoding</u> ☑

The encoding to use.

Returns

<u>string</u> ☑

The Base64 representation of the input string.

ToPascalCase(string)

Converts the specified string to title case.

```
public static string ToPascalCase(this string input)
```

input <u>string</u> ♂

The string to convert.

Returns

The specified string converted to title case.

Truncate(string, int)

Truncates a string to the specified maximum length.

```
public static string Truncate(this string input, int maxLength)
```

Parameters

input <u>string</u> ✓

The input string.

maxLength <u>int</u>♂

The maximum length to truncate the string.

Returns

The truncated string.