Main Page

<StackLayout>

<Entry x:Name="firstNumberEntry" Placeholder="Первое число" Keyboard="Numeric" />

<Entry x:Name="secondNumberEntry" Placeholder="Второе число" Keyboard="Numeric" />

<Picker x:Name="operationPicker">

<Picker.Items>

<x:String>Сложение</x:String>

<x:String>Вычитание</x:String>

<x:String>Умножение</x:String>

<x:String>Деление</x:String>

</Picker.Items>

</Picker>

<Button x:Name="calculateButton" Text="=" Clicked="CalculateButton\_Clicked" />

<Label x:Name="resultLabel" Text="Результат:" />

</StackLayout>

</ContentPage>

public MainPage()

{

InitializeComponent();

}

private void CalculateButton\_Clicked(object sender, EventArgs e)

{

int firstNumber = int.Parse(firstNumberEntry.Text);

int secondNumber = int.Parse(secondNumberEntry.Text);

int result = 0;

try

{

switch (operationPicker.SelectedItem)

{

case "Сложение":

result = firstNumber + secondNumber;

break;

case "Вычитание":

result = firstNumber - secondNumber;

break;

case "Умножение":

result = firstNumber \* secondNumber;

break;

case "Деление":

result = firstNumber / secondNumber;

break;

}

resultLabel.Text = $"Результат: {result}";

}

catch (DivideByZeroException)

{

resultLabel.Text = "Ошибка: деление на ноль";

}

}

}

}