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using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Text;
using System.Windows.Forms;

namespace WindowsApplication1
{
    public partial class Form3 : Form
    {
        double val;
        string prevop;

        public Form3()
        {
            InitializeComponent();

            // Event handler for number buttons (0-9)
            private void btn_Click(object sender, EventArgs e)
            {
                if (txtdisplay.Text == "")
                    txtdisplay.Text = ((Button)sender).Text;
                else
                    txtdisplay.Text = txtdisplay.Text + ((Button)sender).Text;
            }

            // Event handler for the Equal button (=)
            private void btnequal_Click(object sender, EventArgs e)
            {
                switch (prevop)
                {
                    case "+":
                        val = val + Convert.ToDouble(txtdisplay.Text);
                        break;
                    case "-":
                        val = val - Convert.ToDouble(txtdisplay.Text);
                        break;
                    case "*":
                        val = val * Convert.ToDouble(txtdisplay.Text);
                        break;
                    case "/":
                        val = val / Convert.ToDouble(txtdisplay.Text);
                        break;
                }
                txtdisplay.Text = Convert.ToString(val);
                prevop = "";
                val = 0.0;
            }

            // Event handler for the Dot button (.)
            private void btndot_Click(object sender, EventArgs e)
            {

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        if (!txtdisplay.Text.Contains("."))
        {
            if (txtdisplay.Text != "")
                txtdisplay.Text = txtdisplay.Text + ".";
            else
                txtdisplay.Text = "0.";
        }
    }

    // Event handler for the Clear button (C)
    private void btnclear_Click(object sender, EventArgs e)
    {
        txtdisplay.Text = "";
        val = 0.0;
        prevop = "";
    }

    // Event handler for the Divide button (/)
    private void btndiv_Click(object sender, EventArgs e)
    {
        prevop = ((Button)sender).Text;
        val = Convert.ToDouble(txtdisplay.Text);
        txtdisplay.Text = "";
    }

    // Event handler for the Add button (+)
    private void btnadd_Click(object sender, EventArgs e)
    {
        prevop = ((Button)sender).Text;
        val = Convert.ToDouble(txtdisplay.Text);
        txtdisplay.Text = "";
    }

    // Event handler for the Subtract button (-)
    private void btnsub_Click(object sender, EventArgs e)
    {
        prevop = ((Button)sender).Text;
        val = Convert.ToDouble(txtdisplay.Text);
        txtdisplay.Text = "";
    }

    // Event handler for the Multiply button (*)
    private void btnmul_Click(object sender, EventArgs e)
    {
        prevop = ((Button)sender).Text;
        val = Convert.ToDouble(txtdisplay.Text);
        txtdisplay.Text = "";
    }
}
}

```