

```
1 using System;
2 using System.Windows.Forms;
3
4 namespace Ex_3
5 {
6     public partial class Form1 : Form
7     {
8         public Form1()
9         {
10             InitializeComponent();
11         }
12         double operand1,operand2;
13         string operation=string.Empty;
14         double memory,result = 0.0;
15         private void NumEvent(object sender, EventArgs e)
16         {
17             Button btn = (Button)sender;
18             txt_result.Text += btn.Text;
19         }
20         private void OperatorsEvent(object sender, EventArgs e)
21         {
22             Button btn = (Button)sender;
23             operation = btn.Text;
24
25             operand1 = double.Parse(txt_result.Text);
26             txt_result.Text = "";
27         }
28         private void btn_clear_Click(object sender, EventArgs e)
29         {
30             txt_result.Clear();
31         }
32         private void btn_memory_Click(object sender, EventArgs e)
33         {
34             memory =double.Parse( txt_result.Text);
35             txt_result.Clear();
36         }
37         private void btn_recall_Click(object sender, EventArgs e)
38         {
39             txt_result.Text = memory.ToString();
40         }
41         private void btn_result_Click(object sender, EventArgs e)
42         {
43             operand2 = double.Parse(txt_result.Text);
44
45             switch (operation)
46             {
47                 case "+":
48                     result = (operand1) + (operand2);
49                     break;
50                 case "-":
51                     result = (operand1) - (operand2);
52                     break;
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53         case "*":
54             result = (operand1) * (operand2);
55             break;
56         case "/":
57             result = (operand1) / (operand2);
58             break;
59         case "%":
60             result = (operand1) % (operand2);
61             break;
62         default:
63             break;
64     }
65     txt_result.Text = result.ToString();
66 }
67 }
68 }
69 }
```