


Math Namespace

Mathematical library

▴ Classes

	Class	Description
	Extensions	Helper class with extension methods.

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Extensions Class

Helper class with extension methods.

▲ Inheritance Hierarchy [System](#) [Object](#) [Math](#) [Extensions](#)

Namespace: [Math](#)


Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) ▲ [Syntax](#)

C# VB C++ F# [Copy](#)

```
public static class Extensions
```

The [Extensions](#) type exposes the following members.

▲ Methods

Name		Description
	ToExpressionPart	Transforms Node type to Expression part

[Top](#)

▲ See Also


Reference

[Math Namespace](#)

Extensions Methods

The [Extensions](#) type exposes the following members.

▴ Methods

	Name	Description
	ToExpressionPart	Transforms Node type to Expression part

[Top](#)

▴ See Also

Reference

[Extensions Class](#)

[Math Namespace](#)

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Extensions ToExpressionPart Method

Transforms Node type to Expression part

Namespace: [Math](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  [Syntax](#)

C# VB C++ F# [Copy](#)

```
public static ExpressionPartTypes ToExpressionPart(  
    this Type type  
)
```

Parameters

type
Type: [System Type](#)
Node type

Return Value

Type: [ExpressionPartTypes](#)
resulting expression part

Usage Note

In Visual Basic and C#, you can call this method as an instance method on any object of type [Type](#). When you use instance method syntax to call this method, omit the first parameter. For more information, see [Extension Methods \(Visual Basic\)](#) or [Extension Methods \(C# Programming Guide\)](#).

Exceptions

Exception	Condition
NotSupportedException	Throws when given node cannot be translated to ExpressionPartType

See Also


Reference

- [Extensions Class](#)
- [Math Namespace](#)


Math.ExpressionTreeBuilder Namespace

Builder of expression tree.


Classes

Class	Description
 ExpressionTreeBuilderT	Builds expression tree using given tokenizer.

Interfaces

Interface	Description
 IExpressionTreeBuilder	Builds expression tree using given tokenizer.

Enumerations

Enumeration	Description
 ExpressionPartTypes	Parts of math expression

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ExpressionPartTypes Enumeration

Parts of math expression

Namespace: [Math.ExpressionTreeBuilder](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  [Syntax](#)

C# VB C++ F# [Copy](#)

```
public enum ExpressionPartTypes
```

Members

Member name	Value	Description
Number	0	Number
LeftParentheses	1	(
RightParentheses	2)
UnaryFollowing	3	Unary function Operator follows operand eq. 10!
UnaryPreceding	4	Unary function Operator precedes operand eq. -10
Binary	5	Binary function eq. 5+5

See Also

Reference

[Math.ExpressionTreeBuilder Namespace](#)

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ExpressionTreeBuilder T Class

Builds expression tree using given tokenizer.

▲ Inheritance Hierarchy [System Object](#) [Math.ExpressionTreeBuilder](#) ExpressionTreeBuilder T

Namespace: [Math.ExpressionTreeBuilder](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) ▲ [Syntax](#)

C#VB C++F#Copy



```
public class ExpressionTreeBuilder<T> : IExpressionTreeBuilder
where T : new(), ITokenizer
```

Type Parameters

T
Tokenizer used to parse expression





The [ExpressionTreeBuilder T](#) type exposes the following members.




▲ Constructors

	Name	Description
	ExpressionTreeBuilder T	Initializes new expression tree builder
	ExpressionTreeBuilder T (T)	Initializes new expression tree builder by using given tokenizer.

[Top](#)


▲ Methods

	Name	Description
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)

	MemberwiseClone	(Inherited from Object .)
	ParseExpression	Creates node tree from given expression
	ToString	(Inherited from Object .)

[Top](#)

▲ **Fields**

	Name	Description
	Tokenizer	Tokenizer used to parse given expressions.

[Top](#)



▲ **See Also**

Reference

[Math.ExpressionTreeBuilder Namespace](#)

ExpressionTreeBuilderT Constructor

▴ Overload List

	Name	Description
	ExpressionTreeBuilderT	Initializes new expression tree builder
	ExpressionTreeBuilderT(T)	Initializes new expression tree builder by using given tokenizer.

[Top](#)

▴ See Also

Reference

[ExpressionTreeBuilderT Class](#)

[Math.ExpressionTreeBuilder Namespace](#)

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ExpressionTreeBuilderT Constructor

Initializes new expression tree builder

Namespace: [Math.ExpressionTreeBuilder](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public ExpressionTreeBuilder()
```

▲ See Also

Reference

[ExpressionTreeBuilderT Class](#)

[ExpressionTreeBuilderT Overload](#)

[Math.ExpressionTreeBuilder Namespace](#)

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ExpressionTreeBuilder T Constructor (T)

Initializes new expression tree builder by using given tokenizer.

Namespace: [Math.ExpressionTreeBuilder](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# VB C++ F# [Copy](#)

```
public ExpressionTreeBuilder(  
    T tokenizer  
)
```

Parameters

tokenizer
Type: T
Tokenizer used to parse math expressions.

See Also

Reference

- [ExpressionTreeBuilder \$T\$ Class](#)
- [ExpressionTreeBuilder \$T\$ Overload](#)
- [Math.ExpressionTreeBuilder Namespace](#)

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ExpressionTreeBuilder T Methods

The [ExpressionTreeBuilder T](#) generic type exposes the following members.

Methods

	Name	Description
🔗	Equals	(Inherited from Object.)
💡	Finalize	(Inherited from Object.)
🔗	GetHashCode	(Inherited from Object.)
🔗	GetType	(Inherited from Object.)
💡	MemberwiseClone	(Inherited from Object.)
🔗	ParseExpression	Creates node tree from given expression
🔗	ToString	(Inherited from Object.)

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See Also

Reference

- [ExpressionTreeBuilder T Class](#)
- [Math.ExpressionTreeBuilder Namespace](#)

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ExpressionTreeBuilder T ParseExpression Method

Creates node tree from given expression

Namespace: [Math.ExpressionTreeBuilder](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# VB C++ F# [Copy](#)

```
public virtual INode ParseExpression(  
    string expression  
)
```

Parameters

expression
Type: [System String](#)
Math expression to be parsed.

Return Value

Type: [INode](#)
Tree composed from nodes.

Implements

[IExpressionTreeBuilder ParseExpression\(String\)](#)

See Also


Reference

- [ExpressionTreeBuilder T Class](#)
- [Math.ExpressionTreeBuilder Namespace](#)

ExpressionTreeBuilderT Fields

The [ExpressionTreeBuilderT](#) generic type exposes the following members.

Fields

	Name	Description
	Tokenizer	Tokenizer used to parse given expressions.

[Top](#)

See Also

Reference

[ExpressionTreeBuilderT Class](#)

[Math.ExpressionTreeBuilder Namespace](#)

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ExpressionTreeBuilderTTokenizer Field

Tokenizer used to parse given expressions.

Namespace: [Math.ExpressionTreeBuilder](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
protected readonly T Tokenizer
```

Field Value

Type: [T](#)

▲ See Also

Reference

[ExpressionTreeBuilderT Class](#)

[Math.ExpressionTreeBuilder Namespace](#)

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IExpressionTreeBuilder Interface

Builds expression tree using given tokenizer.

Namespace: [Math.ExpressionTreeBuilder](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax


C# **VB** **C++** **F#**

[Copy](#)

```
public interface IExpressionTreeBuilder
```

The **IExpressionTreeBuilder** type exposes the following members.

Methods

Name		Description
	ParseExpression	Creates node tree from given expression

[Top](#)

See Also


Reference

[Math.ExpressionTreeBuilder Namespace](#)

IExpressionTreeBuilder Methods

The [IExpressionTreeBuilder](#) type exposes the following members.

Methods

	Name	Description
	ParseExpression	Creates node tree from given expression

[Top](#)

See Also

Reference

[IExpressionTreeBuilder Interface](#)

[Math.ExpressionTreeBuilder Namespace](#)

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IExpressionTreeBuilder ParseExpression Method

Creates node tree from given expression

Namespace: [Math.ExpressionTreeBuilder](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# **VB** **C++** **F#**

[Copy](#)

```
INode ParseExpression(  
    string expression  
)
```

Parameters

expression

Type: [System String](#)

Math expression to be parsed.

Return Value

Type: [INode](#)

Tree composed from nodes.

See Also

Reference


[IExpressionTreeBuilder Interface](#)

[Math.ExpressionTreeBuilder Namespace](#)

Math.Nodes Namespace

Implementations of individual nodes.

▴ Interfaces

	Interface	Description
	INode	Base node interface

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INode Interface

Base node interface

Namespace: [Math.Nodes](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) [Syntax](#)

C# VB C++ F# [Copy](#)

```
public interface INode
```


The **INode** type exposes the following members.

Properties

Name	Description
 Parent	Parent node

[Top](#)

Methods

Name	Description
 Evaluate	Calculates value of node.

[Top](#)

See Also


Reference

[Math.Nodes Namespace](#)

INode Properties

The [INode](#) type exposes the following members.

▴ Properties

	Name	Description
	Parent	Parent node

[Top](#)

▴ See Also

Reference

[INode Interface](#)

[Math.Nodes Namespace](#)

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INode Parent Property

Parent node

Namespace: [Math.Nodes](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#VB C++F#

```
INode Parent { get; set; }
```

Copy

Property Value

Type: [INode](#)

See Also


Reference

- [INode Interface](#)
- [Math.Nodes Namespace](#)

INode Methods

The [INode](#) type exposes the following members.

▴ Methods

	Name	Description
	Evaluate	Calculates value of node.

[Top](#)

▴ See Also

Reference

[INode Interface](#)

[Math.Nodes Namespace](#)

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INodeEvaluate Method

Calculates value of node.

Namespace: [Math.Nodes](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C# **VB** **C++** **F#**

[Copy](#)

```
decimal Evaluate()
```

Return Value

Type: [Decimal](#)

Value of node

▲ See Also

Reference

[INode Interface](#)


[Math.Nodes Namespace](#)

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Math.Nodes.Functions Namespace

Implementation of function nodes.

▲ Interfaces

	Interface	Description
	IFunctionNode	Math function node

▲ Enumerations

	Enumeration	Description
	OperationPriority	defines order of operations.

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IFunctionNode Interface

Math function node

Namespace: [Math.Nodes.Functions](#)


Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# VB C++ F# [Copy](#)

```
public interface IFunctionNode : INode
```


The **IFunctionNode** type exposes the following members.

Properties

Name		Description
	Parent	Parent node (Inherited from INode .)

[Top](#)

Methods

Name		Description
	Evaluate	Calculates value of node. (Inherited from INode .)

[Top](#)

See Also


Reference

[Math.Nodes.Functions Namespace](#)

IFunctionNode Properties

The [IFunctionNode](#) type exposes the following members.

▴ Properties

	Name	Description
	Parent	Parent node (Inherited from INode .)

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▴ See Also

Reference

[IFunctionNode Interface](#)


[Math.Nodes.Functions Namespace](#)

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IFunctionNode Methods

The [IFunctionNode](#) type exposes the following members.

Methods

	Name	Description
	Evaluate	Calculates value of node. (Inherited from INode .)

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See Also

Reference

[IFunctionNode Interface](#)

[Math.Nodes.Functions Namespace](#)

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OperationPriority Enumeration

defines order of operations.

Namespace: [Math.Nodes.Functions](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# **VB** **C++** **F#**

[Copy](#)

```
public enum OperationPriority
```

Members

Member name	Value	Description
LowPriorityOperation	0	subtractions, summations, ...
HighPriorityOperation	1	multiplications, divisions,...
FunctionCalls	2	sqrt, factorial ...

See Also









Reference

[Math.Nodes.Functions Namespace](#)


Math.Nodes.Functions.Binary Namespace

Implementation of binary nodes.

▲ Classes

	Class	Description
	DivisionNode	Node used to calculate division.
	LogNode	Node used to calculate logarithm.
	MultiplyNode	Node used to calculate multiplication.
	PowNode	Node used to calculate power of
	RandomNumberNode	Generates random decimal number
	RootNode	Node used to calculate root
	SubstractionNode	Node used to calculate subtraction.
	SumNode	Node used to calculate sum.

▲ Interfaces

	Interface	Description
	IBinaryOperationNode	Function node that has two children.

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DivisionNode Class

Node used to calculate division.

▲ Inheritance Hierarchy [System](#) [Object](#) [Math.Nodes.Functions.Binary](#) DivisionNode

Namespace: [Math.Nodes.Functions.Binary](#)


Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) ▲ **Syntax**

C#VB C++F#Copy

```
public class DivisionNode : IBinaryOperationNode,
    IFunctionNode, INode
```




The [DivisionNode](#) type exposes the following members.

▲ Constructors

	Name	Description
	DivisionNode	Initializes a new instance of the DivisionNode class




[Top](#)



▲ Properties

	Name	Description
	LeftNode	Left child node
	Parent	Parent node
	RightNode	Right child node

[Top](#)

▲ Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)

	GetHashCode	(Inherited from Object.)
	GetType	(Inherited from Object.)
	MemberwiseClone	(Inherited from Object.)
	ToString	(Inherited from Object.)

[Top](#)

▲ See Also

Reference

[Math.Nodes.Functions.Binary Namespace](#)

DivisionNode Constructor

Initializes a new instance of the [DivisionNode](#) class

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public DivisionNode()
```

▲ See Also

Reference

[DivisionNode Class](#)




[Math.Nodes.Functions.Binary Namespace](#)

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DivisionNode Properties

The [DivisionNode](#) type exposes the following members.

▲ Properties

	Name	Description
	LeftNode	Left child node
	Parent	Parent node
	RightNode	Right child node

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▲ See Also

Reference

[DivisionNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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DivisionNode LeftNode Property

Left child node

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#	VB	C++	F#
<pre>public INode LeftNode { get; set; }</pre>			

Property Value

Type: [INode](#)

Implements

[IBinaryOperationNode](#) [LeftNode](#)

See Also

Reference

[DivisionNode](#) Class

[Math.Nodes.Functions.Binary](#) Namespace

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DivisionNode Parent Property

Parent node

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#VB C++F#Copy

```
public INode Parent { get; set; }
```

Property Value

Type: [INode](#)

Implements

[INode](#) [Parent](#)

See Also

Reference

[DivisionNode](#) Class

[Math.Nodes.Functions.Binary](#) Namespace

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DivisionNode RightNode Property

Right child node

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# VB C++ F# Copy

```
public Inode RightNode { get; set; }
```

Property Value

Type: [Inode](#)

Implements

[IBinaryOperationNode](#) [RightNode](#)

See Also

Reference








[DivisionNode](#) Class

[Math.Nodes.Functions.Binary](#) Namespace

DivisionNode Methods

The [DivisionNode](#) type exposes the following members.

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

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See Also

Reference

[DivisionNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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DivisionNode Evaluate Method

Calculates value of node.

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# **VB** **C++** **F#**

```
public decimal Evaluate()
```

Copy

Return Value

Type: [Decimal](#)

Value of node

Implements

[INode Evaluate](#)

See Also

Reference

[DivisionNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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IBinaryOperationNode Interface

Function node that has two children.

Namespace: [Math.Nodes.Functions.Binary](#)




Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) [Syntax](#)

C# VB C++ F# [Copy](#)

```
public interface IBinaryOperationNode : IFunctionNode,
    INode
```


The [IBinaryOperationNode](#) type exposes the following members.

Properties

	Name	Description
	LeftNode	Left child node
	Parent	Parent node (Inherited from INode .)
	RightNode	Right child node

[Top](#)

Methods

	Name	Description
	Evaluate	Calculates value of node. (Inherited from INode .)

[Top](#)

See Also




Reference

[Math.Nodes.Functions.Binary Namespace](#)

IBinaryOperationNode Properties

The [IBinaryOperationNode](#) type exposes the following members.

▲ Properties

	Name	Description
	LeftNode	Left child node
	Parent	Parent node (Inherited from INode .)
	RightNode	Right child node

[Top](#)

▲ See Also

Reference

[IBinaryOperationNode Interface](#)

[Math.Nodes.Functions.Binary Namespace](#)

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IBinaryOperationNode LeftNode Property

Left child node

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C#	VB	C++	F#
<pre>INode LeftNode { get; set; }</pre>			

Copy

Property Value

Type: [INode](#)

See Also

Reference

- [IBinaryOperationNode](#) Interface
- [Math.Nodes.Functions.Binary](#) Namespace

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IBinaryOperationNode RightNode Property

Right child node

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C#VB C++F#

```
INode RightNode { get; set; }
```

Copy

Property Value

Type: [INode](#)

See Also


Reference

- [IBinaryOperationNode](#) Interface
- [Math.Nodes.Functions.Binary](#) Namespace

IBinaryOperationNode Methods

The [IBinaryOperationNode](#) type exposes the following members.

Methods

	Name	Description
	Evaluate	Calculates value of node. (Inherited from INode .)

[Top](#)

See Also

Reference

[IBinaryOperationNode Interface](#)

[Math.Nodes.Functions.Binary Namespace](#)

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LogNode Class

Node used to calculate logarithm.

▲ Inheritance Hierarchy [System Object](#) [Math.Nodes.Functions.Binary](#)
[LogNode](#)

Namespace: [Math.Nodes.Functions.Binary](#)


Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) ▲ Syntax

C#VB C++F#Copy

```
public class LogNode : IBinaryOperationNode, IFunctionNode,
    INode
```




The [LogNode](#) type exposes the following members.

▲ Constructors

	Name	Description
	LogNode	Initializes a new instance of the LogNode class




[Top](#)





▲ Properties

	Name	Description
	LeftNode	Left child node
	Parent	Parent node
	RightNode	Right child node

[Top](#)

▲ Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)

	GetHashCode	(Inherited from Object.)
	GetType	(Inherited from Object.)
	MemberwiseClone	(Inherited from Object.)
	ToString	(Inherited from Object.)

[Top](#)

▲ See Also

Reference

[Math.Nodes.Functions.Binary Namespace](#)

LogNode Constructor

Initializes a new instance of the [LogNode](#) class

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public LogNode()
```

▲ See Also

Reference

[LogNode Class](#)




[Math.Nodes.Functions.Binary Namespace](#)

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LogNode Properties

The [LogNode](#) type exposes the following members.

▲ Properties

	Name	Description
	LeftNode	Left child node
	Parent	Parent node
	RightNode	Right child node

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▲ See Also

Reference

[LogNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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LogNode LeftNode Property

Left child node

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#	VB	C++	F#
<pre>public INode LeftNode { get; set; }</pre>			

Copy

Property Value

Type: [INode](#)

Implements

[IBinaryOperationNode](#) [LeftNode](#)

See Also

Reference

[LogNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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LogNode Parent Property

Parent node

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#	VB	C++	F#
<pre>public INode Parent { get; set; }</pre>			

Copy

Property Value

Type: [INode](#)

Implements

[INode Parent](#)

See Also

Reference

[LogNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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LogNode RightNode Property

Right child node

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# VB C++ F# Copy

```
public INode RightNode { get; set; }
```

Property Value

Type: [INode](#)

Implements

[IBinaryOperationNode](#) [RightNode](#)

See Also

Reference








[LogNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

LogNode Methods

The [LogNode](#) type exposes the following members.

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

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See Also

Reference

[LogNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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LogNode Evaluate Method

Calculates value of node.

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# VB C++ F#

```
public decimal Evaluate()
```

Copy

Return Value

Type: [Decimal](#)

Value of node

Implements

[INode Evaluate](#)

See Also

Reference

[LogNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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MultiplyNode Class

Node used to calculate multiplication.

▲ Inheritance Hierarchy [System Object](#) [Math.Nodes.Functions.Binary](#) [MultiplyNode](#)

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) ▲ [Syntax](#)

C# VB C++ F# [Copy](#)

```
public class MultiplyNode : IBinaryOperationNode,
    IFunctionNode, INode
```

The [MultiplyNode](#) type exposes the following members.

▲ Constructors

	Name	Description
	MultiplyNode	Initializes a new instance of the MultiplyNode class

[Top](#)


▲ Properties

	Name	Description
	LeftNode	Left child node
	Parent	Parent node
	RightNode	Right child node

[Top](#)

▲ Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)

	GetHashCode	(Inherited from Object.)
	GetType	(Inherited from Object.)
	MemberwiseClone	(Inherited from Object.)
	ToString	(Inherited from Object.)

[Top](#)

▲ See Also

Reference

[Math.Nodes.Functions.Binary Namespace](#)

MultiplyNode Constructor

Initializes a new instance of the [MultiplyNode](#) class

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public MultiplyNode()
```

▲ See Also

Reference

[MultiplyNode Class](#)



[Math.Nodes.Functions.Binary Namespace](#)

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MultiplyNode Properties

The [MultiplyNode](#) type exposes the following members.

▲ Properties

	Name	Description
	LeftNode	Left child node
	Parent	Parent node
	RightNode	Right child node

[Top](#)

▲ See Also

Reference

[MultiplyNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

Send comments on this topic to email@tichymichal.net

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MultiplyNode LeftNode Property

Left child node

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#	VB	C++	F#
<pre>public INode LeftNode { get; set; }</pre>			

Property Value

Type: [INode](#)

Implements

[IBinaryOperationNode](#) [LeftNode](#)

See Also

Reference

[MultiplyNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

Send comments on this topic to email@tichymichal.net

MultiplyNode Parent Property

Parent node

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# VB C++ F#

```
public INode Parent { get; set; }
```

Copy

Property Value

Type: [INode](#)

Implements

[INode](#) [Parent](#)

See Also

Reference

[MultiplyNode](#) Class

[Math.Nodes.Functions.Binary](#) Namespace

Send comments on this topic to email@tichymichal.net

MultiplyNode RightNode Property

Right child node

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# VB C++ F# Copy

```
public INode RightNode { get; set; }
```

Property Value

Type: [INode](#)

Implements

[IBinaryOperationNode](#) [RightNode](#)

See Also

Reference








[MultiplyNode](#) Class

[Math.Nodes.Functions.Binary](#) Namespace

MultiplyNode Methods

The [MultiplyNode](#) type exposes the following members.

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

[Top](#)

See Also

Reference

[MultiplyNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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MultiplyNode Evaluate Method

Calculates value of node.

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# VB C++ F# [Copy](#)

```
public decimal Evaluate()
```

Return Value

Type: [Decimal](#)

Value of node

Implements

[INode Evaluate](#)

See Also

Reference

[MultiplyNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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PowNode Class

Node used to calculate power of [▲ Inheritance Hierarchy](#) [System Object](#)

[Math.Nodes.Functions.Binary](#) PowNode

Namespace: [Math.Nodes.Functions.Binary](#)


Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) [▲ Syntax](#)

C# VB C++ F# [Copy](#)

```
public class PowNode : IBinaryOperationNode, IFunctionNode,
    INode
```




The [PowNode](#) type exposes the following members.

▲ Constructors

	Name	Description
	PowNode	Initializes a new instance of the PowNode class





[Top](#)

▲ Properties

	Name	Description
	LeftNode	Left child node
	Parent	Parent node
	RightNode	Right child node

[Top](#)

▲ Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)

	GetType	(Inherited from Object.)
	MemberwiseClone	(Inherited from Object.)
	ToString	(Inherited from Object.)

[Top](#)

▲ See Also

Reference

[Math.Nodes.Functions.Binary Namespace](#)

PowNode Constructor

Initializes a new instance of the [PowNode](#) class

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public PowNode( )
```

▲ See Also

Reference

[PowNode Class](#)




[Math.Nodes.Functions.Binary Namespace](#)

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PowNode Properties

The [PowNode](#) type exposes the following members.

▲ Properties

	Name	Description
	LeftNode	Left child node
	Parent	Parent node
	RightNode	Right child node

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▲ See Also

Reference

[PowNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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PowNode LeftNode Property

Left child node

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# VB C++ F# Copy

```
public INode LeftNode { get; set; }
```

Property Value

Type: [INode](#)

Implements

[IBinaryOperationNode](#) [LeftNode](#)

See Also

Reference

[PowNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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PowNode Parent Property

Parent node

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#	VB	C++	F#
<pre>public INode Parent { get; set; }</pre>			

Copy

Property Value

Type: [INode](#)

Implements

[INode Parent](#)

See Also

Reference

[PowNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

Send comments on this topic to email@tichymichal.net

PowNode RightNode Property

Right child node

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C#	VB	C++	F#
<pre>public INode RightNode { get; set; }</pre>			

Copy

Property Value

Type: [INode](#)

Implements

[IBinaryOperationNode](#) [RightNode](#)

See Also

Reference








[PowNode](#) Class

[Math.Nodes.Functions.Binary](#) Namespace

PowNode Methods

The [PowNode](#) type exposes the following members.

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

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See Also

Reference

[PowNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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PowNode Evaluate Method

Calculates value of node.

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# **VB** **C++** **F#**

[Copy](#)

```
public decimal Evaluate()
```

Return Value

Type: [Decimal](#)

Value of node

Implements

[INode Evaluate](#)

See Also

Reference

[PowNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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RandomNumberNode Class

Generates random decimal number [▲ Inheritance Hierarchy](#) [System Object](#)
[Math.Nodes.Functions.Binary RandomNumberNode](#)
Namespace: [Math.Nodes.Functions.Binary](#)


Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) [▲ Syntax](#)

C# VB C++ F# [Copy](#)

```
public class RandomNumberNode : IBinaryOperationNode,
    IFunctionNode, INode
```

The [RandomNumberNode](#) type exposes the following members.

▲ Constructors

	Name	Description
	RandomNumberNode	Initializes new random number node.





[Top](#)

▲ Properties

	Name	Description
	LeftNode	Max value
	Parent	Parent node
	RightNode	Min value

[Top](#)

▲ Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)

	GetType	(Inherited from Object.)
	MemberwiseClone	(Inherited from Object.)
	ToString	(Inherited from Object.)

[Top](#)

▲ See Also

Reference

[Math.Nodes.Functions.Binary Namespace](#)

RandomNumberNode Constructor

Initializes new random number node.

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public RandomNumberNode()
```

▲ See Also

Reference

[RandomNumberNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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RandomNumberNode Properties

The [RandomNumberNode](#) type exposes the following members.

▲ Properties

	Name	Description
	LeftNode	Max value
	Parent	Parent node
	RightNode	Min value

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▲ See Also

Reference

[RandomNumberNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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RandomNumberNode LeftNode Property

Max value

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# VB C++ F# [Copy](#)

```
public INode LeftNode { get; set; }
```

Property Value

Type: [INode](#)

Implements

[IBinaryOperationNode](#) [LeftNode](#)

See Also

Reference

[RandomNumberNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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RandomNumberNode Parent Property

Parent node

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# VB C++ F# Copy

```
public INode Parent { get; set; }
```

Property Value

Type: [INode](#)

Implements

[INode](#) [Parent](#)

See Also

Reference

[RandomNumberNode](#) Class

[Math.Nodes.Functions.Binary](#) Namespace

Send comments on this topic to email@tichymichal.net

RandomNumberNode RightNode Property

Min value

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# VB C++ F# Copy

```
public INode RightNode { get; set; }
```

Property Value

Type: [INode](#)

Implements

[IBinaryOperationNode](#) [RightNode](#)

See Also

Reference








[RandomNumberNode](#) Class

[Math.Nodes.Functions.Binary](#) Namespace

RandomNumberNode Methods

The [RandomNumberNode](#) type exposes the following members.

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

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See Also

Reference

[RandomNumberNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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RandomNumberNode Evaluate Method

Calculates value of node.

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# VB C++ F#

```
public decimal Evaluate()
```

Copy

Return Value

Type: [Decimal](#)

Value of node

Implements

[INode Evaluate](#)

See Also

Reference

[RandomNumberNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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RootNode Class

Node used to calculate root [▲ Inheritance Hierarchy](#) [System Object](#)

[Math.Nodes.Functions.Binary](#) [RootNode](#)

Namespace: [Math.Nodes.Functions.Binary](#)


Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) [▲ Syntax](#)

C# VB C++ F# [Copy](#)

```
public class RootNode : IBinaryOperationNode, IFunctionNode,
    INode
```




The [RootNode](#) type exposes the following members.

▲ Constructors

	Name	Description
	RootNode	Initializes a new instance of the RootNode class





[Top](#)

▲ Properties

	Name	Description
	LeftNode	Left child node
	Parent	Parent node
	RightNode	Right child node

[Top](#)

▲ Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)

	GetType	(Inherited from Object.)
	MemberwiseClone	(Inherited from Object.)
	ToString	(Inherited from Object.)

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▲ [See Also](#)

Reference

[Math.Nodes.Functions.Binary Namespace](#)

RootNode Constructor

Initializes a new instance of the [RootNode](#) class

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public RootNode()
```

▲ See Also

Reference

[RootNode Class](#)




[Math.Nodes.Functions.Binary Namespace](#)

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RootNode Properties

The [RootNode](#) type exposes the following members.

▲ Properties

	Name	Description
	LeftNode	Left child node
	Parent	Parent node
	RightNode	Right child node

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▲ See Also

Reference

[RootNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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RootNode LeftNode Property

Left child node

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# VB C++ F# Copy

```
public INode LeftNode { get; set; }
```

Property Value

Type: [INode](#)

Implements

[IBinaryOperationNode](#) [LeftNode](#)

See Also

Reference

[RootNode](#) Class

[Math.Nodes.Functions.Binary](#) Namespace

Send comments on this topic to email@tichymichal.net

RootNode Parent Property

Parent node

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# VB C++ F# Copy

```
public INode Parent { get; set; }
```

Property Value

Type: [INode](#)

Implements

[INode](#) [Parent](#)

See Also

Reference

[RootNode](#) Class

[Math.Nodes.Functions.Binary](#) Namespace

Send comments on this topic to email@tichymichal.net

RootNode RightNode Property

Right child node

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#	VB	C++	F#
<pre>public INode RightNode { get; set; }</pre>			

Property Value

Type: [INode](#)

Implements

[IBinaryOperationNode](#) [RightNode](#)

See Also

Reference








[RootNode](#) Class

[Math.Nodes.Functions.Binary](#) Namespace

RootNode Methods

The [RootNode](#) type exposes the following members.

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

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See Also

Reference

[RootNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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RootNode Evaluate Method

Calculates value of node.

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# VB C++ F#

```
public decimal Evaluate()
```

Copy

Return Value

Type: [Decimal](#)

Value of node

Implements

[INode Evaluate](#)

See Also

Reference

[RootNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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SubtractionNode Class

Node used to calculate subtraction.

▲ Inheritance Hierarchy [System.Object](#) [Math.Nodes.Functions.Binary.SubtractionNode](#)

Namespace: [Math.Nodes.Functions.Binary](#)


Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) ▲ Syntax

C#VB C++F#Copy

```
public class SubtractionNode : IBinaryOperationNode,
    IFunctionNode, INode
```




The [SubtractionNode](#) type exposes the following members.

▲ Constructors

	Name	Description
	SubtractionNode	Initializes a new instance of the SubtractionNode class


[Top](#)





▲ Properties

	Name	Description
	LeftNode	Left child node
	Parent	Parent node
	RightNode	Right child node

[Top](#)

▲ Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.

	Finalize	(Inherited from Object.)
	GetHashCode	(Inherited from Object.)
	GetType	(Inherited from Object.)
	MemberwiseClone	(Inherited from Object.)
	ToString	(Inherited from Object.)

[Top](#)

See Also

Reference

[Math.Nodes.Functions.Binary Namespace](#)

SubtractionNode Constructor

Initializes a new instance of the [SubtractionNode](#) class

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public SubtractionNode()
```

▲ See Also

Reference

[SubtractionNode Class](#)




[Math.Nodes.Functions.Binary Namespace](#)

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SubstractionNode Properties

The [SubstractionNode](#) type exposes the following members.

▴ Properties

	Name	Description
	LeftNode	Left child node
	Parent	Parent node
	RightNode	Right child node

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▴ See Also

Reference

[SubstractionNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

Send comments on this topic to email@tichymichal.net

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SubtractionNode LeftNode Property

Left child node

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#	VB	C++	F#
<pre>public INode LeftNode { get; set; }</pre>			

Property Value

Type: [INode](#)

Implements

[IBinaryOperationNode](#) [LeftNode](#)

See Also

Reference

[SubtractionNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

Send comments on this topic to email@tichymichal.net

SubtractionNode Parent Property

Parent node

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# **VB** **C++** **F#**

```
public INode Parent { get; set; }
```

Copy

Property Value

Type: [INode](#)

Implements

[INode](#) [Parent](#)

See Also

Reference

[SubtractionNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

Send comments on this topic to email@tichymichal.net

SubtractionNode RightNode Property

Right child node

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#	VB	C++	F#
<pre>public INode RightNode { get; set; }</pre>			

Property Value

Type: [INode](#)

Implements

[IBinaryOperationNode](#) [RightNode](#)

See Also

Reference








[SubtractionNode](#) Class

[Math.Nodes.Functions.Binary](#) Namespace

SubtractionNode Methods

The [SubtractionNode](#) type exposes the following members.

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

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See Also

Reference

[SubtractionNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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Send comments on this topic to email@tichymichal.net

SubstractionNode Evaluate Method

Calculates value of node.

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# VB C++ F# [Copy](#)

```
public decimal Evaluate()
```

Return Value

Type: [Decimal](#)

Value of node

Implements

[INode Evaluate](#)

See Also

Reference

[SubstractionNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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SumNode Class

Node used to calculate sum.

▲ Inheritance Hierarchy

[System.Object](#) [Math.Nodes.Functions.Binary](#)
[SumNode](#)

Namespace: [Math.Nodes.Functions.Binary](#)


Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) ▲ **Syntax**

C# VB C++ F# [Copy](#)

```
public class SumNode : IBinaryOperationNode, IFunctionNode,
    INode
```




The [SumNode](#) type exposes the following members.

▲ Constructors

	Name	Description
	SumNode	Initializes a new instance of the SumNode class




[Top](#)



▲ Properties

	Name	Description
	LeftNode	Left child node
	Parent	Parent node
	RightNode	Right child node

[Top](#)

▲ Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)

	GetHashCode	(Inherited from Object.)
	GetType	(Inherited from Object.)
	MemberwiseClone	(Inherited from Object.)
	ToString	(Inherited from Object.)

[Top](#)

▲ See Also

Reference

[Math.Nodes.Functions.Binary Namespace](#)

SumNode Constructor

Initializes a new instance of the [SumNode](#) class

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public SumNode()
```

▲ See Also

Reference

[SumNode Class](#)



[Math.Nodes.Functions.Binary Namespace](#)

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SumNode Properties

The [SumNode](#) type exposes the following members.

▲ Properties

	Name	Description
	LeftNode	Left child node
	Parent	Parent node
	RightNode	Right child node

[Top](#)

▲ See Also

Reference

[SumNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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SumNode LeftNode Property

Left child node

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# VB C++ F# Copy

```
public INode LeftNode { get; set; }
```

Property Value

Type: [INode](#)

Implements

[IBinaryOperationNode](#) [LeftNode](#)

See Also

Reference

[SumNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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SumNode Parent Property

Parent node

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#	VB	C++	F#
<pre>public INode Parent { get; set; }</pre>			

Copy

Property Value

Type: [INode](#)

Implements

[INode Parent](#)

See Also

Reference

[SumNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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SumNode RightNode Property

Right child node

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C#VB C++F#

```
public INode RightNode { get; set; }
```

Copy

Property Value

Type: [INode](#)

Implements

[IBinaryOperationNode](#) [RightNode](#)

See Also

Reference








[SumNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

SumNode Methods

The [SumNode](#) type exposes the following members.

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

[Top](#)

See Also

Reference

[SumNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)

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SumNode Evaluate Method

Calculates value of node.

Namespace: [Math.Nodes.Functions.Binary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# VB C++ F# [Copy](#)

```
public virtual decimal Evaluate()
```

Return Value

Type: [Decimal](#)

Value of node

Implements

[INode Evaluate](#)

See Also

Reference










[SumNode Class](#)

[Math.Nodes.Functions.Binary Namespace](#)




Math.Nodes.Functions.Unary Namespace

Implementation of Unary nodes

└ Classes

	Class	Description
	CosNode	Node used to calculate cosinus.
	CotgNode	Node used to calculate cotangent.
	FactorialNode	Node used to calculate factorial.
	GammaNode	Node used to calculate gamma function
	NegationNode	Node used to negate value.
	PercentageNode	Node used to calculate percentage
	SinNode	Node used to calculate sinus.
	SqrtNode	Node used to calculate square root.
	TanNode	Node used to calculate tangent.

└ Interfaces

	Interface	Description
	IFollowingUnaryOperationNode	Mathematical node that follows operand
	IPrecedingUnaryOperationNode	Node for mathematical operation that precedes operands
	IUnaryOperationNode	Node that has only one child

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CosNode Class

Node used to calculate cosinus.

▲ Inheritance Hierarchy [System](#) [Object](#) [Math.Nodes.Functions.Unary](#)
[CosNode](#)

Namespace: [Math.Nodes.Functions.Unary](#)


Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) ▲ Syntax

C# VB C++ F# Copy

```
public class CosNode : IPrecedingUnaryOperationNode, IUnaryOpera
    IFunctionNode, INode
```



The [CosNode](#) type exposes the following members.

▲ Constructors

	Name	Description
	CosNode	Initializes a new instance of the CosNode class




[Top](#)





▲ Properties

	Name	Description
	ChildNode	Child node
	Parent	Parent node

[Top](#)

▲ Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)

	GetHashCode	(Inherited from Object.)
	GetType	(Inherited from Object.)
	MemberwiseClone	(Inherited from Object.)
	ToString	(Inherited from Object.)

[Top](#)

▲ See Also

Reference

[Math.Nodes.Functions.Unary Namespace](#)

CosNode Constructor

Initializes a new instance of the [CosNode](#) class

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public CosNode()
```

▲ See Also

Reference

[CosNode Class](#)



[Math.Nodes.Functions.Unary Namespace](#)

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CosNode Properties

The [CosNode](#) type exposes the following members.

▲ Properties

	Name	Description
	ChildNode	Child node
	Parent	Parent node

[Top](#)

▲ See Also

Reference

[CosNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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CosNode ChildNode Property

Child node

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#	VB	C++	F#
<pre>public INode ChildNode { get; set; }</pre>			

Property Value

Type: [INode](#)

Implements

[IUnaryOperationNode](#) [ChildNode](#)

See Also

Reference

[CosNode](#) Class

[Math.Nodes.Functions.Unary](#) Namespace

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CosNode Parent Property

Parent node

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C#	VB	C++	F#
<pre>public INode Parent { get; set; }</pre>			

Copy

Property Value

Type: [INode](#)

Implements

[INode Parent](#)

See Also

Reference








[CosNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

CosNode Methods

The [CosNode](#) type exposes the following members.

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

[Top](#)

See Also

Reference

[CosNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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CosNode Evaluate Method

Calculates value of node.

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# VB C++ F# [Copy](#)

```
public decimal Evaluate()
```

Return Value

Type: [Decimal](#)

Value of node

Implements

[INode Evaluate](#)

See Also

Reference

[CosNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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CotgNode Class

Node used to calculate cotangent.

▲ Inheritance Hierarchy [System](#) [Object](#) [Math.Nodes.Functions.Unary](#)
[CotgNode](#)

Namespace: [Math.Nodes.Functions.Unary](#)


Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) ▲ Syntax

C# VB C++ F# [Copy](#)

```
public class CotgNode : IPrecedingUnaryOperationNode, IUnaryOper
    IFunctionNode, INode
```



The [CotgNode](#) type exposes the following members.

▲ Constructors

	Name	Description
	CotgNode	Initializes a new instance of the CotgNode class




[Top](#)





▲ Properties

	Name	Description
	ChildNode	Child node
	Parent	Parent node

[Top](#)

▲ Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)

	GetHashCode	(Inherited from Object.)
	GetType	(Inherited from Object.)
	MemberwiseClone	(Inherited from Object.)
	ToString	(Inherited from Object.)

[Top](#)

See Also

Reference

[Math.Nodes.Functions.Unary Namespace](#)

CotgNode Constructor

Initializes a new instance of the [CotgNode](#) class

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public CotgNode()
```

▲ See Also

Reference

[CotgNode Class](#)



[Math.Nodes.Functions.Unary Namespace](#)

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CotgNode Properties

The [CotgNode](#) type exposes the following members.

▲ Properties

	Name	Description
	ChildNode	Child node
	Parent	Parent node

[Top](#)

▲ See Also

Reference

[CotgNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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CotgNode ChildNode Property

Child node

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# VB C++ F# Copy

```
public INode ChildNode { get; set; }
```

Property Value

Type: [INode](#)

Implements

[IUnaryOperationNode](#) [ChildNode](#)

See Also

Reference

[CotgNode](#) Class

[Math.Nodes.Functions.Unary](#) Namespace

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CotgNode Parent Property

Parent node

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#VB C++F#

```
public INode Parent { get; set; }
```

Copy

Property Value

Type: [INode](#)

Implements

[INode](#) [Parent](#)

See Also

Reference








[CotgNode](#) Class

[Math.Nodes.Functions.Unary](#) Namespace

CotgNode Methods

The [CotgNode](#) type exposes the following members.

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

[Top](#)

See Also

Reference

[CotgNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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CotgNode Evaluate Method

Calculates value of node.

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# VB C++ F# [Copy](#)

```
public decimal Evaluate()
```

Return Value

Type: [Decimal](#)

Value of node

Implements

[INode Evaluate](#)

See Also

Reference

[CotgNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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FactorialNode Class

Node used to calculate factorial.

▲ Inheritance Hierarchy [System Object](#) [Math.Nodes.Functions.Unary](#) FactorialNode

Namespace: [Math.Nodes.Functions.Unary](#)


Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) ▲ **Syntax**

C# VB C++ F# [Copy](#)

```
public class FactorialNode : IFollowingUnaryOperationNode,
    IUnaryOperationNode, IFunctionNode, INode
```


The [FactorialNode](#) type exposes the following members.

▲ Constructors

	Name	Description
	FactorialNode	Initializes a new instance of the FactorialNode class




[Top](#)

▲ Properties

	Name	Description
	ChildNode	Child node
	Parent	Parent node

[Top](#)

▲ Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node. Cannot calculate for bigger numbers than 27. For decimal number is used gamma function.
	Factorial	Calculates factorial

	Finalize	(Inherited from Object.)
	GetHashCode	(Inherited from Object.)
	GetType	(Inherited from Object.)
	MemberwiseClone	(Inherited from Object.)
	ToString	(Inherited from Object.)

[Top](#)

▲ See Also

Reference

[Math.Nodes.Functions.Unary Namespace](#)

FactorialNode Constructor

Initializes a new instance of the [FactorialNode](#) class

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public FactorialNode()
```

▲ See Also

Reference

[FactorialNode Class](#)



[Math.Nodes.Functions.Unary Namespace](#)

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FactorialNode Properties

The [FactorialNode](#) type exposes the following members.

▲ Properties

	Name	Description
	ChildNode	Child node
	Parent	Parent node

[Top](#)

▲ See Also

Reference

[FactorialNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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FactorialNode ChildNode Property

Child node

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#	VB	C++	F#
<pre>public INode ChildNode { get; set; }</pre>			

Copy

Property Value

Type: [INode](#)

Implements

[IUnaryOperationNode](#) [ChildNode](#)

See Also

Reference

[FactorialNode](#) Class

[Math.Nodes.Functions.Unary](#) Namespace

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FactorialNode Parent Property

Parent node

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#	VB	C++	F#
<pre>public INode Parent { get; set; }</pre>			

Copy

Property Value

Type: [INode](#)

Implements

[INode](#) [Parent](#)

See Also

Reference










[FactorialNode](#) Class

[Math.Nodes.Functions.Unary](#) Namespace

FactorialNode Methods

The [FactorialNode](#) type exposes the following members.

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node. Cannot calculate for bigger numbers than 27. For decimal number is used gamma function.
 	Factorial	Calculates factorial
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

[Top](#)

See Also

Reference

[FactorialNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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FactorialNode Evaluate Method

Calculates value of node. Cannot calculate for bigger numbers than 27. For decimal number is used gamma function.

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# **VB** **C++** **F#**

[Copy](#)

```
public decimal Evaluate()
```

Return Value

Type: [Decimal](#)

Factorial of child node value.

Implements

[INode Evaluate](#)

See Also

Reference

[FactorialNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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FactorialNode Factorial Method

Calculates factorial

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# VB C++ F# [Copy](#)

```
protected static decimal Factorial(  
    decimal childNodeValue  
)
```

Parameters

childNodeValue
Type: [System Decimal](#)
calculates factorial

Return Value

Type: [Decimal](#)

factorial of value  See Also

Reference

- [FactorialNode Class](#)
- [Math.Nodes.Functions.Unary Namespace](#)

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GammaNode Class

Node used to calculate gamma function [▲ Inheritance Hierarchy](#) [System.Object](#) [Math.Nodes.Functions.Unary](#) [GammaNode](#)
Namespace: [Math.Nodes.Functions.Unary](#)


Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) [▲ Syntax](#)

C# VB C++ F# [Copy](#)

```
public class GammaNode : IPrecedingUnaryOperationNode, IUnaryOperationNode, IFunctionNode, INode
```



The [GammaNode](#) type exposes the following members.

▲ Constructors

	Name	Description
	GammaNode	Initializes a new instance of the GammaNode class






[Top](#)

▲ Properties




	Name	Description
	ChildNode	Child node
	Parent	Parent node

[Top](#)

▲ Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
 	Gamma	Calculates gamma function.



	GetHashCode	(Inherited from Object.)
	GetType	(Inherited from Object.)
	MemberwiseClone	(Inherited from Object.)
	ToString	(Inherited from Object.)

[Top](#)

▲ See Also

Reference

[Math.Nodes.Functions.Unary Namespace](#)

GammaNode Constructor

Initializes a new instance of the [GammaNode](#) class

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public GammaNode()
```

▲ See Also

Reference

[GammaNode Class](#)



[Math.Nodes.Functions.Unary Namespace](#)

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GammaNode Properties

The [GammaNode](#) type exposes the following members.

▲ Properties

	Name	Description
	ChildNode	Child node
	Parent	Parent node

[Top](#)

▲ See Also

Reference

[GammaNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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GammaNode ChildNode Property

Child node

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#	VB	C++	F#
<pre>public INode ChildNode { get; set; }</pre>			

Copy

Property Value

Type: [INode](#)

Implements

[IUnaryOperationNode](#) [ChildNode](#)

See Also

Reference

[GammaNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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GammaNode Parent Property

Parent node

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# VB C++ F# [Copy](#)

```
public INode Parent { get; set; }
```

Property Value

Type: [INode](#)

Implements

[INode](#) [Parent](#)

See Also

Reference









[GammaNode](#) Class

[Math.Nodes.Functions.Unary](#) Namespace

GammaNode Methods

The [GammaNode](#) type exposes the following members.

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
	Gamma	Calculates gamma function.
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

[Top](#)

See Also

Reference

[GammaNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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GammaNode Evaluate Method

Calculates value of node.

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# VB C++ F# [Copy](#)

```
public decimal Evaluate()
```

Return Value

Type: [Decimal](#)

Value of node

Implements

[INode Evaluate](#)

See Also

Reference

[GammaNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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GammaNode Gamma Method

Calculates gamma function.

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# VB C++ F# Copy

```
protected static double Gamma(  
    double value  
)
```

Parameters

value
Type: [System Double](#)
value

Return Value

Type: [Double](#)

gamma function of value  **See Also**

Reference

- [GammaNode Class](#)
- [Math.Nodes.Functions.Unary Namespace](#)

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IFollowingUnaryOperationNode Interface

Mathematical node that follows operand
Namespace: [Math.Nodes.Functions.Unary](#)



Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) [Syntax](#)

C# VB C++ F# [Copy](#)

```
public interface IFollowingUnaryOperationNode : IUnaryOperationN
    IFunctionNode, INode
```


The [IFollowingUnaryOperationNode](#) type exposes the following members.

Properties

	Name	Description
	ChildNode	Child node (Inherited from IUnaryOperationNode .)
	Parent	Parent node (Inherited from INode .)

[Top](#)

Methods

	Name	Description
	Evaluate	Calculates value of node. (Inherited from INode .)

[Top](#)

See Also



Reference

[Math.Nodes.Functions.Unary Namespace](#)

IFollowingUnaryOperationNode Properties

The [IFollowingUnaryOperationNode](#) type exposes the following members.

▲ Properties

	Name	Description
	ChildNode	Child node (Inherited from IUnaryOperationNode .)
	Parent	Parent node (Inherited from INode .)

[Top](#)

▲ See Also

Reference

[IFollowingUnaryOperationNode Interface](#)


[Math.Nodes.Functions.Unary Namespace](#)

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IFollowingUnaryOperationNode Methods

The [IFollowingUnaryOperationNode](#) type exposes the following members.

Methods

	Name	Description
	Evaluate	Calculates value of node. (Inherited from INode .)

[Top](#)

See Also

Reference

[IFollowingUnaryOperationNode Interface](#)

[Math.Nodes.Functions.Unary Namespace](#)

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IPrecedingUnaryOperationNode Interface

Node for mathematical operation that precedes operands

Namespace: [Math.Nodes.Functions.Unary](#)



Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) [Syntax](#)

C# VB C++ F# [Copy](#)

```
public interface IPrecedingUnaryOperationNode : IUnaryOperationN
    IFunctionNode, INode
```


The [IPrecedingUnaryOperationNode](#) type exposes the following members.

Properties

	Name	Description
	ChildNode	Child node (Inherited from IUnaryOperationNode .)
	Parent	Parent node (Inherited from INode .)

[Top](#)

Methods

	Name	Description
	Evaluate	Calculates value of node. (Inherited from INode .)

[Top](#)

See Also



Reference

[Math.Nodes.Functions.Unary Namespace](#)

IPrecedingUnaryOperationNode Properties

The [IPrecedingUnaryOperationNode](#) type exposes the following members.

▲ Properties

	Name	Description
	ChildNode	Child node (Inherited from IUnaryOperationNode .)
	Parent	Parent node (Inherited from INode .)

[Top](#)

▲ See Also

Reference

[IPrecedingUnaryOperationNode Interface](#)


[Math.Nodes.Functions.Unary Namespace](#)

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IPrecedingUnaryOperationNode Methods

The [IPrecedingUnaryOperationNode](#) type exposes the following members.

Methods

	Name	Description
	Evaluate	Calculates value of node. (Inherited from INode .)

[Top](#)

See Also

Reference

[IPrecedingUnaryOperationNode Interface](#)

[Math.Nodes.Functions.Unary Namespace](#)

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IUnaryOperationNode Interface

Node that has only one child

Namespace: [Math.Nodes.Functions.Unary](#)



Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) [Syntax](#)

C# VB C++ F# [Copy](#)

```
public interface IUnaryOperationNode : IFunctionNode,
    INode
```


The [IUnaryOperationNode](#) type exposes the following members.

Properties

	Name	Description
	ChildNode	Child node
	Parent	Parent node (Inherited from INode .)

[Top](#)

Methods

	Name	Description
	Evaluate	Calculates value of node. (Inherited from INode .)

[Top](#)

See Also



Reference

[Math.Nodes.Functions.Unary Namespace](#)

IUnaryOperationNode Properties

The [IUnaryOperationNode](#) type exposes the following members.

▲ Properties

	Name	Description
	ChildNode	Child node
	Parent	Parent node (Inherited from INode .)

[Top](#)

▲ See Also

Reference

[IUnaryOperationNode Interface](#)

[Math.Nodes.Functions.Unary Namespace](#)

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IUnaryOperationNode ChildNode Property

Child node

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# **VB** **C++** **F#**

[Copy](#)

```
INode ChildNode { get; set; }
```

Property Value

Type: [INode](#)

See Also

Reference


[IUnaryOperationNode Interface](#)

[Math.Nodes.Functions.Unary Namespace](#)

IUnaryOperationNode Methods

The [IUnaryOperationNode](#) type exposes the following members.

Methods

	Name	Description
	Evaluate	Calculates value of node. (Inherited from INode .)

[Top](#)

See Also

Reference

[IUnaryOperationNode Interface](#)

[Math.Nodes.Functions.Unary Namespace](#)

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NegationNode Class

Node used to negate value.

▲ Inheritance Hierarchy [System](#) [Object](#) [Math.Nodes.Functions.Unary](#) [NegationNode](#)

Namespace: [Math.Nodes.Functions.Unary](#)


Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) ▲ [Syntax](#)

C#VB C++F#Copy

```
public class NegationNode : IPrecedingUnaryOperationNode,
    IUnaryOperationNode, IFunctionNode, INode
```



The [NegationNode](#) type exposes the following members.

▲ Constructors

	Name	Description
	NegationNode	Initializes a new instance of the NegationNode class





[Top](#)

▲ Properties

	Name	Description
	ChildNode	Child node
	Parent	Parent node

[Top](#)

▲ Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)

	GetType	(Inherited from Object.)
	MemberwiseClone	(Inherited from Object.)
	ToString	(Inherited from Object.)

[Top](#)

▲ See Also

Reference

[Math.Nodes.Functions.Unary Namespace](#)

NegationNode Constructor

Initializes a new instance of the [NegationNode](#) class

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public NegationNode()
```

▲ See Also

Reference

[NegationNode Class](#)



[Math.Nodes.Functions.Unary Namespace](#)

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NegationNode Properties

The [NegationNode](#) type exposes the following members.

▲ Properties

	Name	Description
	ChildNode	Child node
	Parent	Parent node

[Top](#)

▲ See Also

Reference

[NegationNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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NegationNode ChildNode Property

Child node

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# VB C++ F# Copy

```
public INode ChildNode { get; set; }
```

Property Value

Type: [INode](#)

Implements

[IUnaryOperationNode](#) [ChildNode](#)

See Also

Reference

[NegationNode](#) Class

[Math.Nodes.Functions.Unary](#) Namespace

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NegationNode Parent Property

Parent node

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C#VB C++F#

```
public INode Parent { get; set; }
```

Copy

Property Value

Type: [INode](#)

Implements

[INode Parent](#)

See Also

Reference








[NegationNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

NegationNode Methods

The [NegationNode](#) type exposes the following members.

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

[Top](#)

See Also

Reference

[NegationNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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NegationNode Evaluate Method

Calculates value of node.

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# VB C++ F# [Copy](#)

```
public decimal Evaluate()
```

Return Value

Type: [Decimal](#)

Value of node

Implements

[INode Evaluate](#)

See Also

Reference

[NegationNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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PercentageNode Class

Node used to calculate percentage [▲ Inheritance Hierarchy](#) [System Object](#)

[Math.Nodes.Functions.Unary](#) PercentageNode

Namespace: [Math.Nodes.Functions.Unary](#)


Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) [▲ Syntax](#)

C# VB C++ F# [Copy](#)

```
public class PercentageNode : IFollowingUnaryOperationNode,
    IUnaryOperationNode, IFunctionNode, INode
```



The [PercentageNode](#) type exposes the following members.

▲ Constructors

Name	Description
 PercentageNode	Initializes a new instance of the PercentageNode class






[Top](#)

▲ Properties

Name	Description
 ChildNode	Child node
 Parent	Parent node

[Top](#)

▲ Methods

Name	Description
 Equals	(Inherited from Object .)
 Evaluate	Calculates value of node.
 Finalize	(Inherited from Object .)
 GetHashCode	(Inherited from Object .)
 GetType	(Inherited from Object .)



[MemberwiseClone](#)

(Inherited from [Object.](#))



[ToString](#)

(Inherited from [Object.](#))

[Top](#)

▲ [See Also](#)

Reference

[Math.Nodes.Functions.Unary Namespace](#)

PercentageNode Constructor

Initializes a new instance of the [PercentageNode](#) class

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public PercentageNode()
```

▲ See Also

Reference

[PercentageNode Class](#)



[Math.Nodes.Functions.Unary Namespace](#)

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PercentageNode Properties

The [PercentageNode](#) type exposes the following members.

▲ Properties

	Name	Description
	ChildNode	Child node
	Parent	Parent node

[Top](#)

▲ See Also

Reference

[PercentageNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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PercentageNode ChildNode Property

Child node

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#	VB	C++	F#
<pre>public INode ChildNode { get; set; }</pre>			

Copy

Property Value

Type: [INode](#)

Implements

[IUnaryOperationNode](#) [ChildNode](#)

See Also

Reference

[PercentageNode](#) Class

[Math.Nodes.Functions.Unary](#) Namespace

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PercentageNode Parent Property

Parent node

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# VB C++ F# Copy

```
public INode Parent { get; set; }
```

Property Value

Type: [INode](#)

Implements

[INode](#) [Parent](#)

See Also

Reference








[PercentageNode](#) Class

[Math.Nodes.Functions.Unary](#) Namespace

PercentageNode Methods

The [PercentageNode](#) type exposes the following members.

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

[Top](#)

See Also

Reference

[PercentageNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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PercentageNode Evaluate Method

Calculates value of node.

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# **VB** **C++** **F#**

[Copy](#)

```
public virtual decimal Evaluate()
```

Return Value

Type: [Decimal](#)

Value of node

Implements

[INode Evaluate](#)

See Also

Reference

[PercentageNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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SinNode Class

Node used to calculate sinus.

▲ Inheritance Hierarchy [System](#) [Object](#) [Math.Nodes.Functions.Unary](#) [SinNode](#)

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) ▲ [Syntax](#)

C# VB C++ F# [Copy](#)

```
public class SinNode : IPrecedingUnaryOperationNode, IUnaryOpera
    IFunctionNode, INode
```

The [SinNode](#) type exposes the following members.

▲ Constructors

	Name	Description
	SinNode	Initializes a new instance of the SinNode class

[Top](#)




▲ Properties

	Name	Description
	ChildNode	Child node
	Parent	Parent node

[Top](#)

▲ Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)

	GetType	(Inherited from Object.)
	MemberwiseClone	(Inherited from Object.)
	ToString	(Inherited from Object.)

[Top](#)

▲ See Also

Reference

[Math.Nodes.Functions.Unary Namespace](#)

SinNode Constructor

Initializes a new instance of the [SinNode](#) class

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public SinNode()
```

▲ See Also

Reference

[SinNode Class](#)



[Math.Nodes.Functions.Unary Namespace](#)

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SinNode Properties

The [SinNode](#) type exposes the following members.

▴ Properties

	Name	Description
	ChildNode	Child node
	Parent	Parent node

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▴ See Also

Reference

[SinNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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SinNode ChildNode Property

Child node

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#	VB	C++	F#
<pre>public INode ChildNode { get; set; }</pre>			

Property Value

Type: [INode](#)

Implements

[IUnaryOperationNode](#) [ChildNode](#)

See Also

Reference

[SinNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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SinNode Parent Property

Parent node

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#	VB	C++	F#
<pre>public INode Parent { get; set; }</pre>			

Copy

Property Value

Type: [INode](#)

Implements

[INode Parent](#)

See Also

Reference








[SinNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

SinNode Methods

The [SinNode](#) type exposes the following members.

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

[Top](#)

See Also

Reference

[SinNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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SinNode Evaluate Method

Calculates value of node.

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# VB C++ F# [Copy](#)

```
public decimal Evaluate()
```

Return Value

Type: [Decimal](#)

Value of node

Implements

[INode Evaluate](#)

See Also

Reference

[SinNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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SqrtNode Class

Node used to calculate square root.

▲ Inheritance Hierarchy [System](#) [Object](#) [Math.Nodes.Functions.Unary](#)
[SqrtNode](#)

Namespace: [Math.Nodes.Functions.Unary](#)


Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) ▲ Syntax

C# VB C++ F# Copy

```
public class SqrtNode : IPrecedingUnaryOperationNode, IUnaryOper
    IFunctionNode, INode
```



The [SqrtNode](#) type exposes the following members.

▲ Constructors

	Name	Description
	SqrtNode	Initializes a new instance of the SqrtNode class




[Top](#)





▲ Properties

	Name	Description
	ChildNode	Child node
	Parent	Parent node

[Top](#)

▲ Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)

	GetHashCode	(Inherited from Object.)
	GetType	(Inherited from Object.)
	MemberwiseClone	(Inherited from Object.)
	ToString	(Inherited from Object.)

[Top](#)

See Also

Reference

[Math.Nodes.Functions.Unary Namespace](#)

SqrtNode Constructor

Initializes a new instance of the [SqrtNode](#) class

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public SqrtNode()
```

▲ See Also

Reference

[SqrtNode Class](#)



[Math.Nodes.Functions.Unary Namespace](#)

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SqrtNode Properties

The [SqrtNode](#) type exposes the following members.

▲ Properties

	Name	Description
	ChildNode	Child node
	Parent	Parent node

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▲ See Also

Reference

[SqrtNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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SqrtNode ChildNode Property

Child node

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# VB C++ F# Copy

```
public INode ChildNode { get; set; }
```

Property Value

Type: [INode](#)

Implements

[IUnaryOperationNode](#) [ChildNode](#)

See Also

Reference

[SqrtNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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SqrtNode Parent Property

Parent node

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# VB C++ F# [Copy](#)

```
public INode Parent { get; set; }
```

Property Value

Type: [INode](#)

Implements

[INode](#) [Parent](#)

See Also

Reference








[SqrtNode](#) Class

[Math.Nodes.Functions.Unary](#) Namespace

SqrtNode Methods

The [SqrtNode](#) type exposes the following members.

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

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See Also

Reference

[SqrtNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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SqrtNode Evaluate Method

Calculates value of node.

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# **VB** **C++** **F#**

[Copy](#)

```
public decimal Evaluate()
```

Return Value

Type: [Decimal](#)

Value of node

Implements

[INode Evaluate](#)

See Also

Reference

[SqrtNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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TanNode Class

Node used to calculate tangent.

▲ Inheritance Hierarchy [System](#) [Object](#) [Math.Nodes.Functions.Unary](#) [TanNode](#)

Namespace: [Math.Nodes.Functions.Unary](#)


Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) ▲ [Syntax](#)

C# VB C++ F# [Copy](#)

```
public class TanNode : IPrecedingUnaryOperationNode, IUnaryOpera
    IFunctionNode, INode
```



The [TanNode](#) type exposes the following members.

▲ Constructors

	Name	Description
	TanNode	Initializes a new instance of the TanNode class





[Top](#)




▲ Properties

	Name	Description
	ChildNode	Child node
	Parent	Parent node

[Top](#)

▲ Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)

	GetType	(Inherited from Object.)
	MemberwiseClone	(Inherited from Object.)
	ToString	(Inherited from Object.)

[Top](#)

See Also

Reference

[Math.Nodes.Functions.Unary Namespace](#)

TanNode Constructor

Initializes a new instance of the [TanNode](#) class

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public TanNode()
```

▲ See Also

Reference

[TanNode Class](#)



[Math.Nodes.Functions.Unary Namespace](#)

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TanNode Properties

The [TanNode](#) type exposes the following members.

▲ Properties

	Name	Description
	ChildNode	Child node
	Parent	Parent node

[Top](#)

▲ See Also

Reference

[TanNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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TanNode ChildNode Property

Child node

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#

VB

C++

F#

[Copy](#)

```
public INode ChildNode { get; set; }
```

Property Value

Type: [INode](#)

Implements

[IUnaryOperationNode](#) [ChildNode](#)

See Also

Reference

[TanNode](#) Class

[Math.Nodes.Functions.Unary](#) Namespace

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TanNode Parent Property

Parent node

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C#	VB	C++	F#
<pre>public INode Parent { get; set; }</pre>			

Copy

Property Value

Type: [INode](#)

Implements

[INode Parent](#)

See Also

Reference








[TanNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

TanNode Methods

The [TanNode](#) type exposes the following members.

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

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See Also

Reference

[TanNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)

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TanNode Evaluate Method

Calculates value of node.

Namespace: [Math.Nodes.Functions.Unary](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# **VB** **C++** **F#**

[Copy](#)

```
public decimal Evaluate()
```

Return Value

Type: [Decimal](#)

Value of node

Implements

[INode Evaluate](#)

See Also

Reference


[TanNode Class](#)

[Math.Nodes.Functions.Unary Namespace](#)


Math.Nodes.Values Namespace

Implementation of Value nodes

▲ Classes

	Class	Description
	NumberNode	Node used to store numeric value.

▲ Interfaces

	Interface	Description
	IValueNode	Node that does not have child nodes but has some value.

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IValueNode Interface

Node that does not have child nodes but has some value.

Namespace: [Math.Nodes.Values](#)


Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) [Syntax](#)

C# VB C++ F# [Copy](#)

```
public interface IValueNode : INode
```


The [IValueNode](#) type exposes the following members.

Properties

	Name	Description
	Parent	Parent node (Inherited from INode .)

[Top](#)

Methods

	Name	Description
	Evaluate	Calculates value of node. (Inherited from INode .)

[Top](#)

See Also


Reference

[Math.Nodes.Values Namespace](#)

IValueNode Properties

The [IValueNode](#) type exposes the following members.

▲ Properties

	Name	Description
	Parent	Parent node (Inherited from INode .)

[Top](#)

▲ See Also

Reference

[IValueNode Interface](#)


[Math.Nodes.Values Namespace](#)

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IValueNode Methods

The [IValueNode](#) type exposes the following members.

Methods

	Name	Description
	Evaluate	Calculates value of node. (Inherited from INode .)

[Top](#)

See Also

Reference

[IValueNode Interface](#)

[Math.Nodes.Values Namespace](#)

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NumberNode Class

Node used to store numeric value.

▲ Inheritance Hierarchy [System](#) [Object](#) [Math.Nodes.Values](#) [NumberNode](#)

Namespace: [Math.Nodes.Values](#)



Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) ▲ [Syntax](#)

C# VB C++ F# [Copy](#)

```
public class NumberNode : IValueNode, INode
```


The [NumberNode](#) type exposes the following members.

▲ Constructors

	Name	Description
	NumberNode(Decimal)	Initializes new number node with given value.
	NumberNode(String)	Parses given value and initialize new number now from it.





[Top](#)






▲ Properties

	Name	Description
	Parent	Parent node

[Top](#)


▲ Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)

	GetType	(Inherited from Object.)
 	IsNumber	checks if given string can be converted to number.
	MemberwiseClone	(Inherited from Object.)
	ToString	(Inherited from Object.)

[Top](#)

▲ Fields

	Name	Description
	Value	Value of the node.

[Top](#)



▲ See Also

Reference

[Math.Nodes.Values Namespace](#)

NumberNode Constructor

▴ Overload List

	Name	Description
	NumberNode(Decimal)	Initializes new number node with given value.
	NumberNode(String)	Parses given value and initialize new number now from it.

[Top](#)

▴ See Also

Reference

[NumberNode Class](#)

[Math.Nodes.Values Namespace](#)

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NumberNode Constructor (Decimal)

Initializes new number node with given value.

Namespace: [Math.Nodes.Values](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#	VB	C++	F#
<pre>public NumberNode(decimal value)</pre>			

Copy

Parameters

value
Type: [System Decimal](#)
future value

See Also

Reference

- [NumberNode Class](#)
- [NumberNode Overload](#)
- [Math.Nodes.Values Namespace](#)

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NumberNode Constructor (String)

Parses given value and initialize new number now from it.

Namespace: [Math.Nodes.Values](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# VB C++ F# Copy

```
public NumberNode(  
    string value  
)
```

Parameters

value
Type: [System String](#)
future value

See Also


Reference

- [NumberNode Class](#)
- [NumberNode Overload](#)
- [Math.Nodes.Values Namespace](#)

NumberNode Properties

The [NumberNode](#) type exposes the following members.

▲ Properties

	Name	Description
	Parent	Parent node

[Top](#)

▲ See Also

Reference

[NumberNode Class](#)

[Math.Nodes.Values Namespace](#)

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NumberNode Parent Property

Parent node

Namespace: [Math.Nodes.Values](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#	VB	C++	F#
<pre>public INode Parent { get; set; }</pre>			

Copy

Property Value

Type: [INode](#)

Implements

[INode Parent](#)

See Also

Reference







[NumberNode Class](#)

[Math.Nodes.Values Namespace](#)

NumberNode Methods

The [NumberNode](#) type exposes the following members.

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Evaluate	Calculates value of node.
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	IsNumber	checks if given string can be converted to number.
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

[Top](#)

See Also

Reference

[NumberNode Class](#)

[Math.Nodes.Values Namespace](#)

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NumberNode Evaluate Method

Calculates value of node.

Namespace: [Math.Nodes.Values](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# VB C++ F# Copy

```
public virtual decimal Evaluate()
```

Return Value

Type: [Decimal](#)

Value of node

Implements

[INode Evaluate](#)

See Also

Reference

[NumberNode Class](#)

[Math.Nodes.Values Namespace](#)

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NumberNode IsNumber Method

checks if given string can be converted to number.

Namespace: [Math.Nodes.Values](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# **VB** **C++** **F#**

[Copy](#)

```
public static bool IsNumber(  
    string text  
)
```

Parameters

text
Type: [System String](#)
source text

Return Value

Type: [Boolean](#)
Whether given string is valid number.

See Also

Reference


[NumberNode Class](#)

[Math.Nodes.Values Namespace](#)

NumberNode Fields

The [NumberNode](#) type exposes the following members.

Fields

	Name	Description
	Value	Value of the node.

[Top](#)

See Also

Reference

[NumberNode Class](#)

[Math.Nodes.Values Namespace](#)

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NumberNodeValue Field

Value of the node.

Namespace: [Math.Nodes.Values](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C# VB C++ F#

[Copy](#)

```
protected readonly decimal Value
```

Field Value

Type: [Decimal](#)

▲ See Also

Reference

[NumberNode Class](#)



[Math.Nodes.Values Namespace](#)

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Math.Tokenizer Namespace

Expression tokenizer


Classes

Class	Description
 MathOperatorDescription	Description of mathematical operation.
 Tokenizer	Parses math expression to individual tokens.

Interfaces

Interface	Description
 ITokenizer	Parses math expression to individual tokens.

Enumerations

Enumeration	Description
 OperationCategory	Categories of math operations

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ITokenizer Interface

Parses math expression to individual tokens.

Namespace: [Math.Tokenizer](#)


Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) [Syntax](#)

C# VB C++ F# [Copy](#)

```
public interface ITokenizer
```





The `ITokenizer` type exposes the following members.

Properties

Name	Description
 RegisteredOperators	Collection of all currently registered mathematical operations.

[Top](#)

Methods

Name	Description
 AssignOperatorDescriptionToTokens	Assigns string tokens to matching operator descriptions.
 GetPossibleNextMathOperators	Gets all next possible math operators.
 RegisterOperator	Registers additional math operator.
 SplitExpressionToTokens	Splits expression to individual tokens.

[Top](#)

See Also


Reference

[Math.Tokenizer Namespace](#)

ITokenizer Properties

The [ITokenizer](#) type exposes the following members.

▲ Properties

	Name	Description
	RegisteredOperators	Collection of all currently registered mathematical operations.

[Top](#)

▲ See Also

Reference

[ITokenizer Interface](#)

[Math.Tokenizer Namespace](#)

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ITokenizer RegisteredOperators Property

Collection of all currently registered mathematical operations.

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) [Syntax](#)

C# **VB** **C++** **F#**

[Copy](#)

```
ICollection<MathOperatorDescription> RegisteredOperators
```

Property Value

Type: [ICollection](#) [MathOperatorDescription](#)

See Also

Reference





[ITokenizer Interface](#)

[Math.Tokenizer Namespace](#)

ITokenizer Methods

The [ITokenizer](#) type exposes the following members.

Methods

	Name	Description
	AssignOperatorDescriptionToTokens	Assigns string tokens to matching operator descriptions.
	GetPossibleNextMathOperators	Gets all next possible math operators.
	RegisterOperator	Registers additional math operator.
	SplitExpressionToTokens	Splits expression to individual tokens.

[Top](#)

See Also

Reference

[ITokenizer Interface](#)

[Math.Tokenizer Namespace](#)

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ITokenizer

AssignOperatorDescriptionToTokens

Method

Assigns string tokens to matching operator descriptions.

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) [Syntax](#)

C# **VB** **C++** **F#**

[Copy](#)

```
ICollection<ValueTuple<string, MathOperatorDescription>> Assign0  
    ICollection<string> tokens  
)
```

Parameters

tokens

Type: [System.Collections.Generic ICollection String](#)
Collection of expression tokens.

Return Value

Type: [ICollection ValueTuple String, MathOperatorDescription](#)
Collection of token and its operator description.

See Also

Reference

[ITokenizer Interface](#)

[Math.Tokenizer Namespace](#)

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ITokenizer GetPossibleNextMathOperators Method

Gets all next possible math operators.

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) [Syntax](#)

C# **VB** **C++** **F#**

[Copy](#)

```
ICollection<MathOperatorDescription> GetPossibleNextMathOperator  
    Nullable<ExpressionPartTypes> previousExpressionPart  
)
```

Parameters

previousExpressionPart

Type: [System Nullable ExpressionPartTypes](#)

Type of preceding token.

Return Value

Type: [ICollection MathOperatorDescription](#)

Collection of possible math operators.

See Also

Reference

[ITokenizer Interface](#)

[Math.Tokenizer Namespace](#)

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ITokenizer RegisterOperator Method

Registers additional math operator.

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# VB C++ F# [Copy](#)

```
void RegisterOperator(  
    MathOperatorDescription operatorDescription  
)
```

Parameters

operatorDescription
Type: [Math.Tokenizer MathOperatorDescription](#)
operator description

See Also

Reference

- [ITokenizer Interface](#)
- [Math.Tokenizer Namespace](#)

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ITokenizer SplitExpressionToTokens Method

Splits expression to individual tokens.

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# **VB** **C++** **F#**

[Copy](#)

```
ICollection<string> SplitExpressionToTokens(  
    string expression  
)
```

Parameters

expression

Type: [System String](#)

Mathematical expression.

Return Value

Type: [ICollection String](#)

Collection of tokens.

See Also

Reference

[ITokenizer Interface](#)

[Math.Tokenizer Namespace](#)

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MathOperatorDescription Class

Description of mathematical operation.

▲ Inheritance Hierarchy [System](#) [Object](#) [Math.Tokenizer](#)
[MathOperatorDescription](#)

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) ▲ Syntax

C# VB C++ F# Copy

```
public class MathOperatorDescription
```

The [MathOperatorDescription](#) type exposes the following members.

▲ Constructors

	Name	Description
🔗	MathOperatorDescription	Initializes new operator description.





[Top](#)

▲ Methods

	Name	Description
🔗	Equals	Compares given object and current instance. (Overrides Object Equals(Object) .)
💡🔗	Finalize	(Inherited from Object .)
🔗	GetHashCode	(Inherited from Object .)
🔗	GetType	(Inherited from Object .)
💡🔗	MemberwiseClone	(Inherited from Object .)
🔗	ToString	Returns text representation (Overrides Object ToString .)

[Top](#)

Fields

	Name	Description
	NodeType	Type of Node that will be created.
	OperationCategory	
	OperationPriority	Determines priority of operations.
	TextRepresentation	Text representation of mathematical operator (eq. + , sqrt , ...)

[Top](#)

See Also

Reference

[Math.Tokenizer Namespace](#)

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MathOperatorDescription Constructor

Initializes new operator description.

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  [Syntax](#)

C# VB C++ F# [Copy](#)

```
public MathOperatorDescription(  
    Type nodeType,  
    string textRepresentation,  
    OperationPriority operationPriority,  
    OperationCategory operationCategory  
)
```

Parameters

- nodeType*
Type: [System Type](#)
Type of node that will be created.
- textRepresentation*
Type: [System String](#)
Text representation of mathematical operator (eq. + , sqrt , ...)
- operationPriority*
Type: [Math.Nodes.Functions OperationPriority](#)
Type of operation
- operationCategory*
Type: [Math.Tokenizer OperationCategory](#)
Category of operation

Exceptions

Exception	Condition
ArgumentException	Throws when provided arguments are not correct.







See Also

- Reference
- [MathOperatorDescription Class](#)
 - [Math.Tokenizer Namespace](#)

MathOperatorDescription Methods

The [MathOperatorDescription](#) type exposes the following members.

Methods

	Name	Description
	Equals	Compares given object and current instance. (Overrides Object Equals(Object).)
	Finalize	(Inherited from Object.)
	GetHashCode	(Inherited from Object.)
	GetType	(Inherited from Object.)
	MemberwiseClone	(Inherited from Object.)
	ToString	Returns text representation (Overrides Object ToString .)

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See Also

Reference

[MathOperatorDescription Class](#)

[Math.Tokenizer Namespace](#)

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MathOperatorDescription Equals Method

Compares given object and current instance.

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C# **VB** **C++** **F#**

[Copy](#)

```
public override bool Equals(  
    Object obj  
)
```

Parameters

obj

Type: [System Object](#)
Object to compare

Return Value

Type: [Boolean](#)
Whether given objects is same as current instance.

See Also

Reference

[MathOperatorDescription Class](#)

[Math.Tokenizer Namespace](#)

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MathOperatorDescription ToString Method

Returns text representation

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#VB C++F#

Copy

```
public override string ToString()
```

Return Value

Type: [String](#)

text representation  **See Also**

Reference





[MathOperatorDescription Class](#)

[Math.Tokenizer Namespace](#)

MathOperatorDescription Fields

The [MathOperatorDescription](#) type exposes the following members.

Fields

	Name	Description
	NodeType	Type of Node that will be created.
	OperationCategory	
	OperationPriority	Determines priority of operations.
	TextRepresentation	Text representation of mathematical operator (eq. + , sqrt , ...)

[Top](#)

See Also

Reference

[MathOperatorDescription Class](#)

[Math.Tokenizer Namespace](#)

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MathOperatorDescriptionNodeType Field

Type of Node that will be created.

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public readonly Type NodeType
```

Field Value

Type: [Type](#)

▲ See Also

Reference

[MathOperatorDescription Class](#)

[Math.Tokenizer Namespace](#)

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MathOperatorDescriptionOperationCategoryField

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public readonly OperationCategory OperationCategory
```

Field Value

Type: [OperationCategory](#)

▲ See Also

Reference

[MathOperatorDescription Class](#)

[Math.Tokenizer Namespace](#)

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MathOperatorDescriptionOperationPriorityField

Determines priority of operations.

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public readonly OperationPriority OperationPriority
```

Field Value

Type: [OperationPriority](#)

▲ See Also

Reference

[MathOperatorDescription Class](#)

[Math.Tokenizer Namespace](#)

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MathOperatorDescription

TextRepresentation Field

Text representation of mathematical operator (eq. + , sqrt , ...)

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  Syntax

C#	VB	C++	F#	Copy
<pre>public readonly string TextRepresentation</pre>				

Field Value

Type: [String](#)

See Also

Reference

[MathOperatorDescription Class](#)

[Math.Tokenizer Namespace](#)

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OperationCategory Enumeration

Categories of math operations

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#VB C++F#Copy

```
public enum OperationCategory
```

Members

Member name	Value	Description
Other	0	Undefined
Basic	1	Basic math operations
Goniometric	2	Goniometric operations
Special	3	Special Operations

See Also

Reference

[Math.Tokenizer Namespace](#)

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Tokenizer Class

Parses math expression to individual tokens.

▲ Inheritance Hierarchy [System Object](#) [Math.Tokenizer](#) [Tokenizer](#)

Namespace: [Math.Tokenizer](#)



Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) ▲ [Syntax](#)

C# VB C++ F# [Copy](#)

```
public class Tokenizer : ITokenizer
```


The [Tokenizer](#) type exposes the following members.

▲ Constructors

	Name	Description
	Tokenizer	Initializes new tokenizer class and registers default operators.
	Tokenizer(ICollection<MathOperatorDescription>)	Initializes new tokenizer and registers given operators. Default operators are not registered.


[Top](#)

▲ Properties














	Name	Description
	RegisteredOperators	Collection of all currently registered mathematical operations.

[Top](#)

▲ Methods

	Name	Description
	AssignOperatorDescriptionToTokens	Assigns string tokens to matching operator descriptions.



	Equals	(Inherited from Object.)
	Finalize	(Inherited from Object.)
	GetHashCode	(Inherited from Object.)
	GetMathOperatorThatMatchesTokenTheBest	Picks most suiting operator from collection of possible operators.
	GetPossibleNextMathOperators	Gets all next possible math operators.
 	GetPrecedingExpressionPartType	
	GetType	(Inherited from Object.)
	MemberwiseClone	(Inherited from Object.)
	RegisterDefaultOperators	Registers default operators.
	RegisterOperator	Registers given operator.
	SeparateOperatorFromText	Pulls operator from text.
	SplitExpressionToTokens	Splits expression to individual tokens.
	ToString	(Inherited from Object.)

[Top](#)



▲ [See Also](#)

Reference

[Math.Tokenizer Namespace](#)

Tokenizer Constructor

▴ Overload List

	Name	Description
	Tokenizer	Initializes new tokenizer class and registers default operators.
	Tokenizer(ICollectionMathOperatorDescription)	Initializes new tokenizer and registers given operators. Default operators are not registered.

[Top](#)

▴ See Also

Reference

[Tokenizer Class](#)

[Math.Tokenizer Namespace](#)

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Tokenizer Constructor

Initializes new tokenizer class and registers default operators.

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public Tokenizer()
```

See Also

Reference

[Tokenizer Class](#)

[Tokenizer Overload](#)

[Math.Tokenizer Namespace](#)

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Tokenizer Constructor (ICollection MathOperatorDescription)

Initializes new tokenizer and registers given operators. Default operators are not registered.

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# **VB** **C++** **F#**

[Copy](#)

```
public Tokenizer(  
    ICollection<MathOperatorDescription> operators  
)
```

Parameters

operators

Type: [System.Collections.Generic ICollection](#) [MathOperatorDescription](#)
Math operator descriptions to be registered.

See Also

Reference

[Tokenizer Class](#)


[Tokenizer Overload](#)

[Math.Tokenizer Namespace](#)

Tokenizer Properties

The [Tokenizer](#) type exposes the following members.

▴ Properties

	Name	Description
	RegisteredOperators	Collection of all currently registered mathematical operations.

[Top](#)

▴ See Also

Reference

[Tokenizer Class](#)

[Math.Tokenizer Namespace](#)

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Tokenizer RegisteredOperators Property

Collection of all currently registered mathematical operations.

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) [Syntax](#)

C# **VB** **C++** **F#**

[Copy](#)

```
public IReadOnlyCollection<MathOperatorDescription> RegisteredOp
```

Property Value

Type: [IReadOnlyCollection](#) [MathOperatorDescription](#)

Implements

[ITokenizer](#) [RegisteredOperators](#)

See Also

Reference















[Tokenizer Class](#)

[Math.Tokenizer Namespace](#)

Tokenizer Methods

The [Tokenizer](#) type exposes the following members.

Methods

	Name	Description
	AssignOperatorDescriptionToTokens	Assigns string tokens to matching operator descriptions.
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetMathOperatorThatMatchesTokenTheBest	Picks most suiting operator from collection of possible operators.
	GetPossibleNextMathOperators	Gets all next possible math operators.
	GetPrecedingExpressionPartType	
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	RegisterDefaultOperators	Registers default operators.
	RegisterOperator	Registers given operator.
	SeparateOperatorFromText	Pulls operator from text.
	SplitExpressionToTokens	Splits expression to individual tokens.
	ToString	(Inherited from Object .)

▲ See Also

Reference

[Tokenizer Class](#)

[Math.Tokenizer Namespace](#)

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Tokenizer

AssignOperatorDescriptionToTokens

Method

Assigns string tokens to matching operator descriptions.

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) [Syntax](#)

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public virtual ICollection<ValueTuple<string, MathOperatorDescription>> AssignOperatorDescriptionToTokens(ICollection<string> tokens)
```

Parameters

tokens

Type: [System.Collections.Generic ICollection String](#)
Collection of expression tokens.

Return Value

Type: [ICollection ValueTuple String, MathOperatorDescription](#)
Collection of token and its operator description.

Implements

[ITokenizer](#) [AssignOperatorDescriptionToTokens\(ICollection String \)](#)

See Also

Reference

[Tokenizer Class](#)

[Math.Tokenizer Namespace](#)

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Tokenizer

GetMathOperatorThatMatchesTokenTheBestMethod

Picks most suiting operator from collection of possible operators.

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) [Syntax](#)

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
protected virtual MathOperatorDescription GetMathOperatorThatMat
    ICollection<MathOperatorDescription> possibleDescription
    Nullable<ExpressionPartTypes> previousExpressionPart
)
```

Parameters

possibleDescriptions

Type: [System.Collections.Generic ICollection](#) [MathOperatorDescription](#)
Collection of possible operators.

previousExpressionPart

Type: [System Nullable](#) [ExpressionPartTypes](#)
Preceding expression part.

Return Value

Type: [MathOperatorDescription](#)
Best matching operator description.

Exceptions

Exception	Condition
ArgumentException	Throws when no or multiple matching operators were found.

See Also

Reference

[Tokenizer Class](#)

[Math.Tokenizer Namespace](#)

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Tokenizer GetPossibleNextMathOperators Method

Gets all next possible math operators.

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) [Syntax](#)

C# **VB** **C++** **F#**

[Copy](#)

```
public virtual ICollection<MathOperatorDescription> GetPossibleN
    Nullable<ExpressionPartTypes> previousExpressionPart
)
```

Parameters

previousExpressionPart

Type: [System Nullable ExpressionPartTypes](#)

Type of preceding token.

Return Value

Type: [ICollection MathOperatorDescription](#)

Collection of possible math operators.

Implements

[ITokenizer GetPossibleNextMathOperators\(Nullable ExpressionPartTypes \)](#)

See Also

Reference

[Tokenizer Class](#)

[Math.Tokenizer Namespace](#)

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Tokenizer

GetPrecedingExpressionPartType Method

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0) [Syntax](#)

C# **VB** **C++** **F#**

[Copy](#)

```
public static Nullable<ExpressionPartTypes> GetPrecedingExpressi
    Nullable<ValueTuple<string, MathOperatorDescription>> la
)
```

Parameters

lastExpressionToken

Type: [System Nullable ValueTuple String](#), [MathOperatorDescription](#)

Return Value

Type: [Nullable ExpressionPartTypes](#)

See Also

Reference

[Tokenizer Class](#)

[Math.Tokenizer Namespace](#)

TokenizerRegisterDefaultOperators Method

Registers default operators.

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
protected void RegisterDefaultOperators()
```

▲ See Also

Reference

[Tokenizer Class](#)

[Math.Tokenizer Namespace](#)

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Tokenizer RegisterOperator Method

Registers given operator.

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# VB C++ F# [Copy](#)

```
public void RegisterOperator(  
    MathOperatorDescription operatorDescription  
)
```

Parameters

operatorDescription
Type: [Math.Tokenizer MathOperatorDescription](#)
description of operator

Implements

[ITokenizer](#) [RegisterOperator\(MathOperatorDescription\)](#)

Exceptions

Exception	Condition
ArgumentException	Throws argument exception when the same operator is allready registered.

See Also

Reference

- [Tokenizer Class](#)
- [Math.Tokenizer Namespace](#)

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Tokenizer SeparateOperatorFromText Method

Pulls operator from text.

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C#	VB	C++	F#	Copy
<pre>protected virtual ICollection<string> SeparateOperatorFromText(string text, string operatorTextRepresentation)</pre>				

Parameters

text
Type: [System String](#)
source text

operatorTextRepresentation
Type: [System String](#)
operator to exspect

Return Value

Type: [ICollection String](#)
Collection with extracted operator and rest of the string.

See Also

Reference

- [Tokenizer Class](#)
- [Math.Tokenizer Namespace](#)

Send comments on this topic to email@tichymichal.net

Tokenizer SplitExpressionToTokens Method

Splits expression to individual tokens.

Namespace: [Math.Tokenizer](#)

Assembly: Math (in Math.dll) Version: 1.0.0.0 (1.0.0.0)  **Syntax**

C# **VB** **C++** **F#**

[Copy](#)

```
public virtual ICollection<string> SplitExpressionToTokens(  
    string expression  
)
```

Parameters

expression

Type: [System String](#)

Mathematical expression.

Return Value

Type: [ICollection String](#)

Collection of tokens.

Implements

[ITokenizer](#) [SplitExpressionToTokens\(String\)](#)

See Also

Reference

[Tokenizer Class](#)

[Math.Tokenizer Namespace](#)