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// Section 10


using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Net.NetworkInformation;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace WindowsFormsApp1
{
    public partial class Form1 : Form
    {
        Button dot = new Button();
        Button add = new Button();
        Button sub = new Button();
        Button div = new Button();
        Button mul = new Button();
        Button div2 = new Button();
        Button c = new Button();
        Button num0 = new Button();
        Button num1 = new Button();
        Button num2 = new Button();
        Button equal = new Button();
        Button num3 = new Button();
        Button num4 = new Button();
        Button num5 = new Button();
        Button num6 = new Button();
        Button num7 = new Button();
        Button num8 = new Button();
        Button num9 = new Button();
        TextBox res = new TextBox();
        Font newFont = new Font("Segoe Print", 9, FontStyle.Bold);

        public Form1()
        {
            InitializeComponent();
        }
        private void Form1_Load(object sender, EventArgs e)
        {
            this.Text = "Not a Simple Calculator '_'";
            this.Size = new Size(298, 380);
            this.BackColor = Color.Black;

            this.Controls.Add(add);
            this.Controls.Add(sub);
            this.Controls.Add(mul);
            this.Controls.Add(div);
            this.Controls.Add(equal);
            this.Controls.Add(div2);
            this.Controls.Add(c);
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this.Controls.Add(num0);
this.Controls.Add(num4);
this.Controls.Add(num5);
this.Controls.Add(num6);
this.Controls.Add(dot);
this.Controls.Add(num7);
this.Controls.Add(num8);
this.Controls.Add(num9);
this.Controls.Add(res);
this.Controls.Add(num1);
this.Controls.Add(num2);
this.Controls.Add(num3);


add.Location = new Point(206, 197);
add.Size = new Size(60, 36);
add.Text = "+";
add.BackColor = Color.DarkRed;
add.Click += new EventHandler(add_btnclic);

equal.Location = new Point(206, 235);
equal.Size = new Size(60, 90);
equal.Text = "=";
equal.BackColor = Color.DarkRed;
equal.Click += new EventHandler(equal_btnclic);

sub.Location = new Point(206, 155);
sub.Size = new Size(60, 36);
sub.Text = "-";
sub.BackColor = Color.DarkRed;
sub.Click += new EventHandler(sub_btnclic);

div.Location = new Point(140, 113);
div.Size = new Size(60, 36);
div.Text = "/";
div.BackColor = Color.DarkRed;
div.Click += new EventHandler(div_btnclic);

div2.Location = new Point(74, 113);
div2.Size = new Size(60, 36);
div2.Text = "%";
div2.BackColor = Color.DarkRed;
div2.Click += new EventHandler(div2_btnclic);

c.Location = new Point(12, 113);
c.Size = new Size(60, 36);
c.Text = "c";
c.BackColor = Color.DarkRed;
c.Click += new EventHandler(c_btnclic);

mul.Location = new Point(206, 113);
mul.Size = new Size(60, 36);
mul.Text = "x";
mul.BackColor = Color.DarkRed;
mul.Click += new EventHandler(mul_btnclic);

res.Location = new Point(12, 12);
res.Size = new Size(258, 77);
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res.Multiline = true;
res.BackColor = Color.DarkGray;

num0.Location = new Point(12, 289);
num0.Size = new Size(122, 36);
num0.Text = "0";
num0.BackColor = Color.DimGray;
num0.Click += new EventHandler(num0_btnclic);

num1.Location = new Point(13, 247);
num1.Size = new Size(60, 36);
num1.Text = "1";
num1.BackColor = Color.DimGray;
num1.Click += new EventHandler(num1_btnclic);

num2.Location = new Point(74, 247);
num2.Size = new Size(60, 36);
num2.Text = "2";
num2.BackColor = Color.DimGray;
num2.Click += new EventHandler(num2_btnclic);

num3.Location = new Point(140, 247);
num3.Size = new Size(60, 36);
num3.Text = "3";
num3.BackColor = Color.DimGray;
num3.Click += new EventHandler(num3_btnclic);

num4.Location = new Point(12, 205);
num4.Size = new Size(60, 36);
num4.Text = "4";
num4.BackColor = Color.DimGray;
num4.Click += new EventHandler(num4_btnclic);

num5.Location = new Point(74, 205);
num5.Size = new Size(60, 36);
num5.Text = "5";
num5.BackColor = Color.DimGray;
num5.Click += new EventHandler(num5_btnclic);

num6.Location = new Point(140, 205);
num6.Size = new Size(60, 36);
num6.Text = "6";
num6.BackColor = Color.DimGray;
num6.Click += new EventHandler(num6_btnclic);

num7.Location = new Point(12, 163);
num7.Size = new Size(60, 36);
num7.BackColor = Color.DimGray;
num7.Text = "7";
num7.Click += new EventHandler(num7_btnclic);

num8.Location = new Point(74, 163);
num8.Size = new Size(60, 36);
num8.Text = "8";
num8.BackColor = Color.DimGray;
num8.Click += new EventHandler(num8_btnclic);

num9.Location = new Point(140, 163);
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    num9.Size = new Size(60, 36);
    num9.Text = "9";
    num9.BackColor = Color.DimGray;
    num9.Click += new EventHandler(num9_btnclic);

    dot.Location = new Point(140, 289);
    dot.Size = new Size(60, 36);
    dot.BackColor = Color.DimGray;
    dot.Text = ".";
    dot.Click += new EventHandler(dot_btnclic);
}
private void equal_btnclic(object sender, EventArgs e)
{
    string input = res.Text;
    char[] operators = { '+', '-', '*', '/', '%' };

    foreach (char op in operators)
    {
        string[] operands = input.Split(op);

        if (operands.Length == 2)
        {
            double operand1 = double.Parse(operands[0]);
            double operand2 = double.Parse(operands[1]);

            if (op == '*')
            {
                res.Text = (operand1 * operand2).ToString();
                break;
            }
            else if (op == '+')
            {
                res.Text = (operand1 + operand2).ToString();
                break;
            }
            else if (op == '-')
            {
                res.Text = (operand1 - operand2).ToString();
                break;
            }
            else if (op == '/')
            {
                if (operand2 != 0)
                {
                    res.Text = (operand1 / operand2).ToString();
                }
                else
                {
                    MessageBox.Show("Cannot divide by zero");
                }
            }
            else if (op == '%')
            {
                res.Text = (operand1 % operand2).ToString();
                break;
            }
            else
            {
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                    MessageBox.Show("Invalid input");
                }
                return;
            }
        }
    }
    private void div_btnclic(object sender, EventArgs e) { res.Text += "/"; }
    private void div2_btnclic(object sender, EventArgs e) { res.Text += "%"; }
    private void mul_btnclic(object sender, EventArgs e) { res.Text += "*"; }
    private void add_btnclic(object sender, EventArgs e) { res.Text += "+"; }
    private void sub_btnclic(object sender, EventArgs e) { res.Text += "-"; }
    private void num0_btnclic(object sender, EventArgs e) { res.Text += 0; }
    private void num1_btnclic(object sender, EventArgs e) { res.Text += 1; }
    private void num2_btnclic(object sender, EventArgs e) { res.Text += 2; }
    private void num3_btnclic(object sender, EventArgs e) { res.Text += 3; }
    private void num4_btnclic(object sender, EventArgs e) { res.Text += 4; }
    private void num5_btnclic(object sender, EventArgs e) { res.Text += 5; }
    private void num6_btnclic(object sender, EventArgs e) { res.Text += 6; }
    private void num7_btnclic(object sender, EventArgs e) { res.Text += 7; }
    private void num8_btnclic(object sender, EventArgs e) { res.Text += 8; }
    private void num9_btnclic(object sender, EventArgs e) { res.Text += 9; }
    private void dot_btnclic(object sender, EventArgs e) { res.Text += "."; }
    private void c_btnclic(object sender, EventArgs e) { res.Text = ""; }
  }
}
```