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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);

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);

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);

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

{

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 = ""; }

}

}