```
Form1.cs 🗢 × Form1.cs [Design]
C<sup>■</sup> Assign Calculator2
                                    → 😪 Assign_Calculator2.Form1
                                                                          → 🗞 button12_Click(object sender, EventArgs e)
                  using System.Text;
                                                                      Form1
                  using System.Threading.Tasks;
          8
          9
                 using System.Windows.Forms;
         10
                namespace Assign_Calculator2
         11
                  {
         12
                       3 references
   픙
         13
                       public partial class Form1 : Form
         14
                            1 reference
         15
                            public Form1()
         16
                                 InitializeComponent();
         17
         18
                            int i = 0;
         19
         20
                            1 reference
                            private void button5_Click(object sender, EventArgs e)
         21
146 % 🔻 🔊 🤍 No issues found
                                                                                            ▶ Ln: 181 Ch: 14 SPC CRLF
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```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;
namespace Assign_Calculator2
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }
        int i = 0;
```

```
private void button5_Click(object sender, EventArgs e)
{
    if (i == 0)
    {
        textBox1.Text = "1";
        i = 1;
    }
    else
    {
        textBox1.Text += "1";
    }
}
private void button6_Click(object sender, EventArgs e)
{
    if (i == 0)
        textBox1.Text = "2";
        i = 1;
    }
   else
    {
        textBox1.Text += "2";
    }
}
private void button7_Click(object sender, EventArgs e)
{
```

```
if (i == 0)
   {
       textBox1.Text = "3";
       i = 1;
   }
   else
    {
       textBox1.Text += "3";
   }
}
private void button9_Click(object sender, EventArgs e)
{
   if (i == 0)
   {
       textBox1.Text = "4";
       i = 1;
   }
   else
    {
       textBox1.Text += "4";
   }
}
private void button10_Click(object sender, EventArgs e)
{
   if (i == 0)
       textBox1.Text = "5";
```

```
i = 1;
    }
    else
    {
        textBox1.Text += "5";
    }
}
private void button11_Click(object sender, EventArgs e)
{
   if (i == 0)
    {
       textBox1.Text = "6";
        i = 1;
    }
    else
    {
       textBox1.Text += "6";
    }
}
private void button13_Click(object sender, EventArgs e)
{
    if (i == 0)
        textBox1.Text = "7";
        i = 1;
    }
    else
```

```
{
        textBox1.Text += "7";
    }
}
private void button14_Click(object sender, EventArgs e)
{
   if (i == 0)
    {
       textBox1.Text = "8";
        i = 1;
    }
    else
    {
        textBox1.Text += "8";
    }
}
private void button15_Click(object sender, EventArgs e)
{
   if (i == 0)
    {
        textBox1.Text = "9";
        i = 1;
    }
    else
    {
        textBox1.Text += "9";
    }
```

```
}
private void button1_Click(object sender, EventArgs e)
{
    if (i == 0)
    {
        textBox1.Text = "0";
        i = 1;
    }
    else
    {
        textBox1.Text += "0";
    }
}
private void button2_Click(object sender, EventArgs e)
{
    if (i == 0)
    {
        textBox1.Text = ".";
        i = 1;
    }
    else if(!textBox1.Text.Contains("."))
    {
        textBox1.Text+=".";
    }
}
```

```
double val1 = 0.0, val2= 0.0;
string op = "";
private void button8_Click(object sender, EventArgs e)
{
    if (!string.IsNullOrWhiteSpace(textBox1.Text))
    {
        val1 = Convert.ToDouble(textBox1.Text);
        op = "-";
        i = 0;
    }
}
private void button12_Click(object sender, EventArgs e)
{
    if (!string.IsNullOrWhiteSpace(textBox1.Text))
        val1 = Convert.ToDouble(textBox1.Text);
        op = "*";
        i = 0;
    }
}
private void button16_Click(object sender, EventArgs e)
{
    if (!string.IsNullOrWhiteSpace(textBox1.Text))
    {
        val1 = Convert.ToDouble(textBox1.Text);
        op = "/";
```

```
i = 0;
            }
        }
        double res = 0.0;
        private void button3_Click(object sender, EventArgs e)
        {
            if(!string.IsNullOrWhiteSpace(textBox1.Text)&& textBox1.Text!
="")
            {
                val2= Convert.ToDouble(textBox1.Text);
                if(op == "+")
                {
                    res = val1 + val2;
                }
                else if(op == "-")
                {
                    res = val1-val2;
                }
                else if (op == "*")
                {
                    res = val1 * val2;
                }
                else if (op == "/")
                {
                    res = val1 / val2;
                }
                textBox1.Text = res.ToString();
```

```
}
        }
        private void button17_Click(object sender, EventArgs e)
        {
            if(!string.IsNullOrWhiteSpace(textBox1.Text))
            {
                textBox1.Text = textBox1.Text.Remove(textBox1.Text.Length -
1);
            }
        }
        private void button18_Click(object sender, EventArgs e)
        {
            textBox1.Text = null;
            val1 = 0.0;
            val2 = 0.0;
            i = 0;
        }
        private void button4_Click(object sender, EventArgs e)
        {
            if(!string.IsNullOrWhiteSpace(textBox1.Text))
            {
                val1= Convert.ToDouble(textBox1.Text);
                op = "+";
                i = 0;
            }
```

}