Namespace Calculator Classes

<u>**App**</u>

This is our Calculator app, which performs basic mathmatical operations.

Class App

Namespace: <u>Calculator</u>
Assembly: Calculator.dll

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```
public static class App
```

Inheritance

<u>object</u> ∠ ← App

Inherited Members

<u>object.Equals(object)</u> <u>object.Equals(object, object)</u> <u>object.GetHashCode()</u> , <u>object.GetType()</u> , <u>object.MemberwiseClone()</u> , <u>object.ReferenceEquals(object, object)</u> , <u>object.ToString()</u>

Methods

Add(int, int)

Takes two numbers and adds them together

```
public static int Add(int one, int two)
```

Parameters

one <u>int</u>♂

The first number

two <u>int</u>♂

The second number

Returns

int♂

Multiply(int, int)

Multiplies two numbers together

```
public static int Multiply(int one, int two)
```

Parameters

one <u>int</u>♂

The first number.

two <u>int</u>♂

The second number.

Returns

<u>int</u>♂

int

Subtract(int, int)

Subtracts the second number from the first number

```
public static int Subtract(int one, int two)
```

Parameters

one <u>int</u>♂

The first number

two int♂

The second number

Returns

<u>int</u>♂

int