private void buttonRecursie\_Click(object sender, EventArgs e)

{

ulong discs;

bool gelukt = ulong.TryParse(grindPowerTextBox.Text, out discs);

double seconden = double.Parse(grindPowerTextBox.Text);

double input = double.Parse(grindPowerTextBox.Text);

if (discs <= 64 && discs >= 1)

{

if (!gelukt)

{

}

else

{

ulong result = count(0, 1, discs);

resultLabel.Text = string.Format("Recursie: voor {0} schijven heb je {1} stappen nodig.", discs, result);

seconden = Math.Pow(2, input) - 1;

ulong seconds = result % 60;

ulong minutes = result / 60 % 60;

ulong hours = result / 60 / 60 % 24;

ulong days = result / 24 / 60 / 60 % 7;

ulong weeks = result / 7 / 24 / 60 / 60 % 4;

ulong months = result / 4 / 7 / 24 / 60 / 60 % 12;

ulong years = result / 12 / 4 / 7 / 24 / 60 / 60 % 10;

ulong decenia = result / 10 / 12 / 4 / 7 / 24 / 60 / 60 % 100;

ulong centuries = result / 100 / 10 / 12 / 4 / 7 / 24 / 60 / 60;

timeLabel.Text = centuries.ToString() + " eeuwen " + decenia.ToString() + " decenia " + years.ToString() + " jaren " + months.ToString() + " maanden " + weeks.ToString() + " weken " + days.ToString() + " dagen " + hours.ToString() + " uren " + minutes.ToString() + " minuten " + seconds.ToString() + " seconden ";

}

}

else

{

MessageBox.Show("Invoer Ongeldig");

}

}