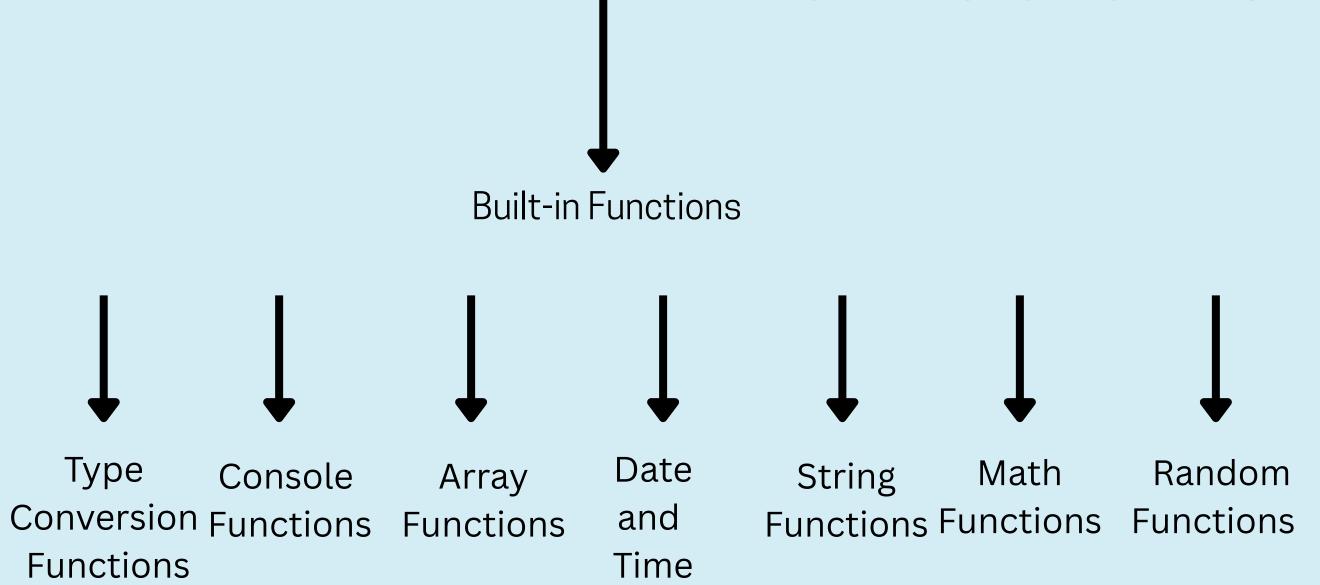
Functions



Functions

User defined Functions

Are function defined by user to accomplish specific tasks that are not done by system and tune them to specific needs

Math
Functions

Math.Abs	Returns the absolute value of a number.	Math.Abs(-10)
Math.Pow	Raises a number to a specified power.	Math.Pow (2, 3);
Math.Max	used to find the highest	Math.Max(5, 10);
Math.Sqrt (x)	ethod returns the square root of x	Math.Sqrt (64);
Math.Min	used to find the lowest value	Math.Min(5, 10);

String Functions

string.Length
string.ToUpper and string.ToLower.
string.Trim.
string.Replace
string.Contains
string.Split:

Date and Time Functions

DateTime.Now

Gets the current date and time.

DateTime.Today

current date with the time component set to 00:00:00.

DateTime.AddDays

Adds a specified number of days to a DateTime object.

DateTime.ToString

Converts the date and time to a string in a specified format.

DateTime.Parse and DateTime.TryParse

Parse a string representation of a date and time into a DateTime object

Type Conversion Functions

Convert.ToInt32

Converts a specified value to a 32-bit signed integer.

Convert.ToDouble

Converts a specified value to a double-precision floating-point number.

Convert.ToString

Converts a specified value to a string.

int.Parse and int.TryParse

Convert a string representation of a number to its integer

Random Functions

Random.Next

Random random = new Random();
int test = random.Next(0, 1);
Console.WriteLine(test);
Console.ReadKey();

Random.NextDouble

static void Main()
{
Random random = new Random();
double randomValue =
random.NextDouble();
Console.WriteLine("Random
value between 0.0 and 1.0: " +

}

randomValue);

Errors in Programming

