# Namespace Math.Lib

## Classes

InvalidInputException

Rooter

# Class InvalidInputException

Namespace: Math.Lib
Assembly: Math.Lib.dll

public class InvalidInputException : ArgumentException, ISerializable

#### Inheritance

<u>object</u> □ ← <u>Exception</u> □ ← <u>SystemException</u> □ ← <u>ArgumentException</u> □ ← InvalidInputException

#### **Implements**

**ISerializable** ☑

#### **Inherited Members**

### **Constructors**

### InvalidInputException(string)

public InvalidInputException(string message)

### **Parameters**

### **Class Rooter**

Namespace: Math.Lib
Assembly: Math.Lib.dll

public class Rooter

#### Inheritance

<u>object</u> 

← Rooter

#### **Inherited Members**

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \ \underline{object.GetHashCode()} \ \ \ \ \ \underline{object.GetType()} \ \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{obj$ 

### **Methods**

### SquareRoot(double)

public double SquareRoot(double input)

**Parameters** 

input double

double

Returns

double♂