

Namespace Math.Lib

Classes

[Rooter](#)

Clase que proporciona métodos para calcular raíces cuadradas.

Class Rooter

Namespace: [Math.Lib](#)

Assembly: Math.Lib.dll

Clase que proporciona métodos para calcular raíces cuadradas.

```
public class Rooter
```

Inheritance

[object](#)  ← Rooter

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  ,
[object.ToString\(\)](#) 

Methods

CubeRoot(double)

```
public double CubeRoot(double input)
```

Parameters

input [double](#) 

Returns

[double](#) 

SquareRoot(double)

Calcula la raíz cuadrada de un número positivo utilizando el método de Newton-Raphson.

```
public double SquareRoot(double input)
```

Parameters

`input` [double](#)

Número del cual se desea obtener la raíz cuadrada. Debe ser positivo.

Returns

[double](#)

La raíz cuadrada del número especificado.

Exceptions

[ArgumentOutOfRangeException](#)

Se lanza cuando el valor de `input` es menor o igual a cero.

Namespace Math.Tests

Classes

[RouterTests](#)

Class RouterTests

Namespace: [Math.Tests](#)

Assembly: Math.Tests.dll

```
[TestClass]  
public class RouterTests
```

Inheritance

[object](#)  ← RouterTests

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  ,
[object.ToString\(\)](#) 

Methods

BasicRouterTest()

```
[TestMethod]  
public void BasicRouterTest()
```

RouterTestNegativeInputx()

```
[TestMethod]  
public void RouterTestNegativeInputx()
```

RouterThrowsExceptionWithMessageOnNegativeInput()

```
[TestMethod]  
public void RouterThrowsExceptionWithMessageOnNegativeInput()
```

RooterValueRange()

```
[TestMethod]
```

```
public void RooterValueRange()
```