

Class TimeUnit

Inheritance

↳ System.Object
↳ TimeUnit

Namespace: Recycle (Recycle.html)

Assembly: Recycle.dll

Syntax

```
public static class TimeUnit : object
```

Fields

DAY

Declaration

```
public const string DAY = null
```

Field Value

Type	Description
System.String	

HOURL

Declaration

```
public const string HOURL = null
```

Field Value

Type	Description
System.String	

MINUTE

Declaration

```
public const string MINUTE = null
```

Field Value

Type	Description
System.String	

SECOND

Declaration

```
public const string SECOND = null
```

Field Value

Type	Description
System.String	

Methods

DayFormat(Double)

Declaration

```
public static string DayFormat(double value)
```

Parameters

Type	Name	Description
System.Double	<i>value</i>	

Returns

Type	Description
System.String	

GetFormatFunction(String)

Declaration

```
public static Func<double, string> GetFormatFunction(string unit)
```

Parameters

Type	Name	Description
System.String	<i>unit</i>	

Returns

Type	Description
Func<System.Double, System.String>	

HourFormat(Double)

Declaration

```
public static string HourFormat(double value)
```

Parameters

Type	Name	Description
System.Double	<i>value</i>	

Returns

Type	Description
System.String	

MinuteFormat(Double)

Declaration

```
public static string MinuteFormat(double value)
```

Parameters

Type	Name	Description
System.Double	<i>value</i>	

Returns

Type	Description
System.String	

SecondFormat(Double)

Declaration

```
public static string SecondFormat(double value)
```

Parameters

Type	Name	Description
System.Double	<i>value</i>	

Returns

Type	Description
System.String	