Lab 3.5 – Working with Console C# creating class Calc

Write a program in C#**,** and use/create the class **Calc**, having private fields, public Proprieties, public Constructors (overloaded: default and with two arguments) and four Methods to calculate and one to display the results of the four basic arithmetical operations (see the images).

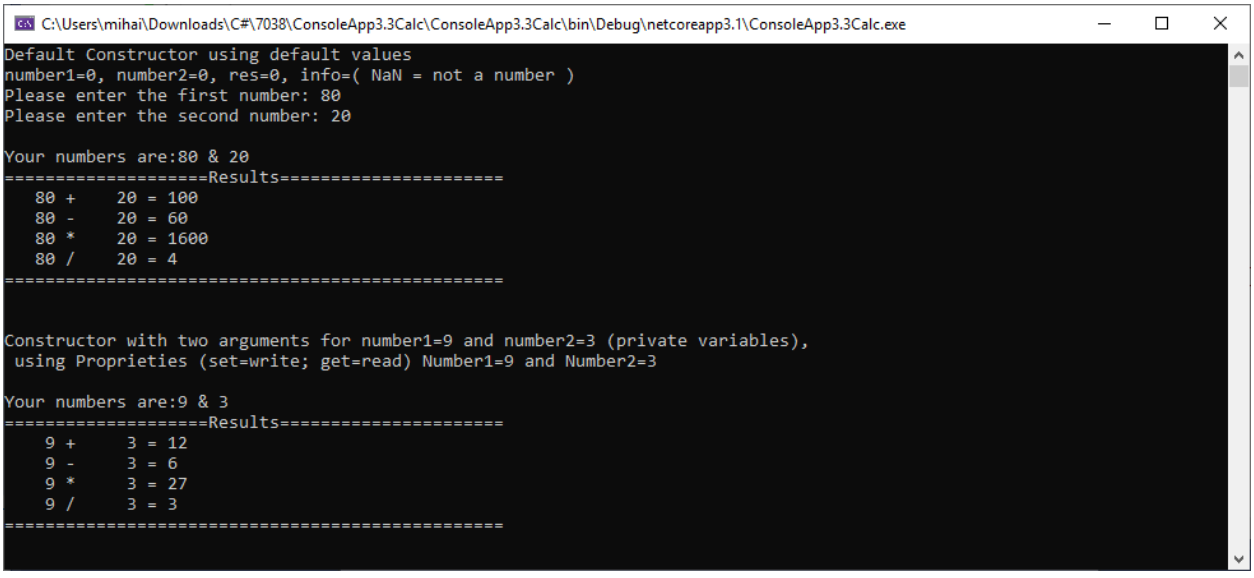
Create and use the Properties; use the **set** and **get** for the two entries (private class fields for the two numbers).

You can use for the Methods the following signatures:
public double Add(),
public double Sub(),
public double Mul(),
public double Div(),
public void Display().
For the method Display() use placeholders to display the text and the values and the results. Use \n for having new lines.

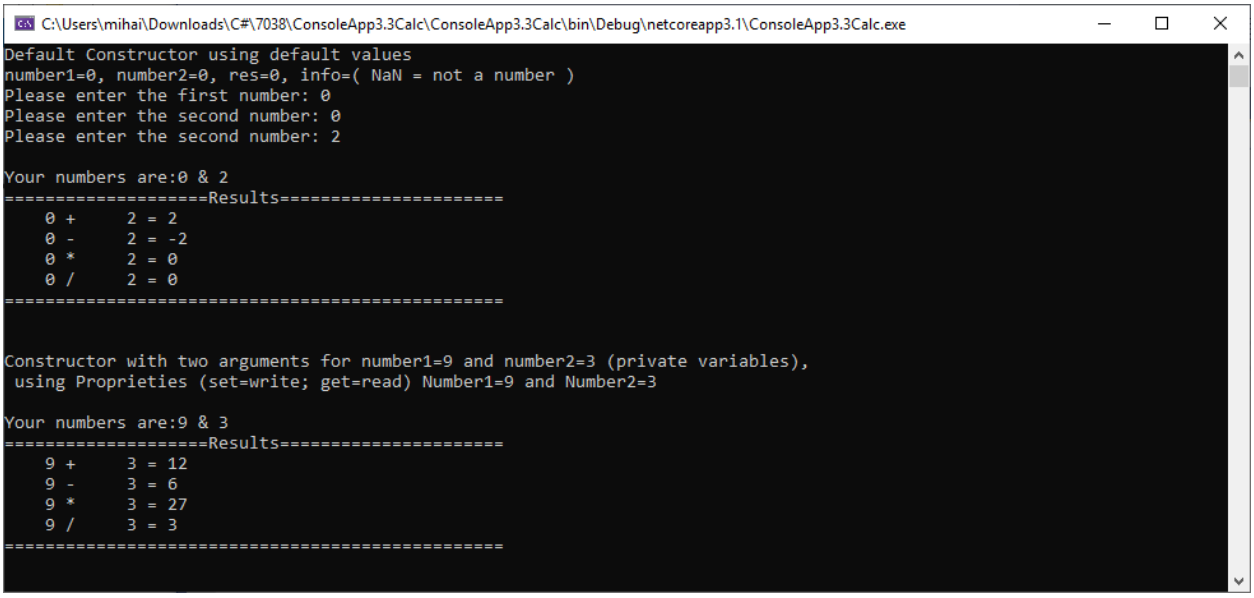
Create an object of the class **Calc** using the default Constructor, accept two numerical entries form the user (use try and catch) in **Main()**, and then store the entered values using the Proprieties, calculate and display the results similar like in the images .

Create the second object in **Main()** by using the second Constructor (with two arguments) this time by passing as parameters the values **9** and **3**, then call again the method to display the results.

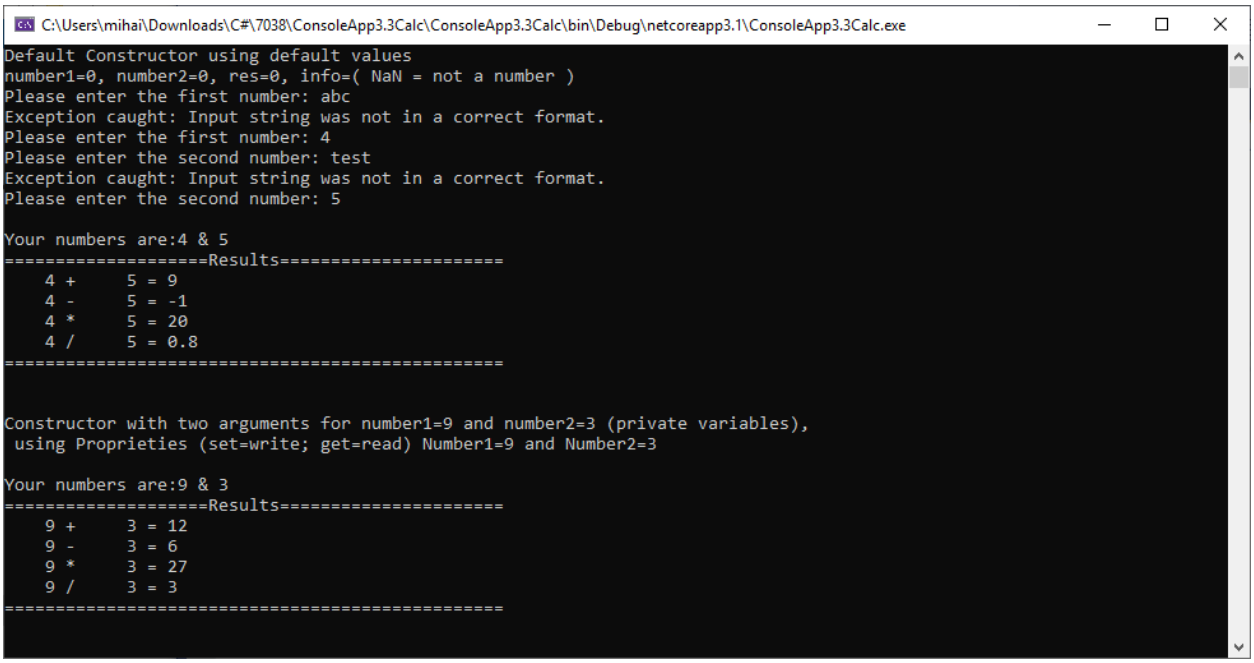
Here are the screen shots of testing the application:



With values **80** and **20**.



With entered values **0** and **0**, then **2**



With entered values **abc**, then **4** and **test**, then **5**

Identify yourself and the work, add your comments and send your compressed folder with the solution by LEA of Omnivox.

Thank you