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:

```
C:\Users\mihai\Downloads\C#\7038\ConsoleApp3.3Calc\ConsoleApp3.3Calc\bin\Debug\netcoreapp3.1\ConsoleApp3.3Calc.exe
                                                                                                                       ×
Default Constructor using default values
number1=0, number2=0, res=0, info=( NaN = not a number )
Please enter the first number: 80
Please enter the second number: 20
Your numbers are:80 & 20
   -----Results-----
   80 + 20 = 100
           20 = 1600
           20 = 4
Constructor with two arguments for number1=9 and number2=3 (private variables),
 using Proprieties (set=write; get=read) Number1=9 and Number2=3
 our numbers are:9 & 3
      3 = 12
            3 = 27
    9 /
            3 = 3
```

With values 80 and 20.

Mihai Maftei Page 1

INTRODUCTION TO OBJECT PROGRAMMING

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

Mihai Maftei Page 2