

Day 3

"=" → assigning operator.

orientation = "Horizontal".

↓
to change to
horizontal.

we can create
stackpanel in stackpanel.

eg:-

<StackPanel>

<StackPanel>

</StackPanel>

eg.

</StackPanel>

textBox1.Text = Convert.ToString
(btn1.Content);

So using the
Convert we change
it into a string value.
↓
is a object.

`txtFirst.Text = btn1.Content.ToString();`



It will change for one time.

another method to convert to a string.

eg: If we press '1' it will show '1' in textbox but if we press again it will not show '1' again like '11'.

so we are using:

`txtFirst.Text = txtFirst.Text + btn1.Content.ToString();`



eg:

`txtFirst = "";`

`btn1.Content.ToString() = 1;`

It press the btn1 first time it will store in txtFirst.

and if we press again it will add the presses "1" and current "1" because it a string value it will give output as "11".

code

```
butt.Text = btnAdd.Content  
        .ToString();
```

✓
here we are not using method
to add a string as '+' can
be entered only one time.
if we press again it will only
show one '+' symbol in the
result box.

```
if (btnAdd.Text == "+") {  
    // if + is pressed it  
    // will execute  
    // other will not  
    // execute.
```

condition checking.

```
txtFirst.Text = txtFirst.Text +  
    btnAdd.Content.ToString();
```

else.

```
txtSecond.Text = txtSecond.Text  
    +  
    btnAdd.Content.ToString();
```

Ctrl + Shift + F9 \Rightarrow to remove break point.

if (Integer.parseInt(text) == "+").

```
{  
    int First = Convert.ToInt16(txt + First + Text);  
    int Second = Convert.ToInt16(txt + Second + Text);  
    int result = Convert.ToInt16 First + Second;  
    text = result.ToString();  
}
```

else if { \uparrow }

~~else~~
Here we are using else if because it will only execute condition is true. and if the first condition is true then it will not check other condition on else if statement