

Day 4:

txt.Reset.Clear()

↓  
will clear everything  
in the value (on text box).

opertor.Text = "";

↓  
it will empty the

we converting  
the code to  
generic code.

values.

Object  
type

↳ Number - Click → Variable

Button btnnum = (button) sender;

↙  
Class

↘  
we convert it into  
button type.

↓  
using this we will store the  
value of the button we clicked.

\* using the above method we  
converted the every event from  
1 to 10 into single event.

code will the genuine code in all the operation as using the Button. as it have common code structures

string button number;



we are holding the name

in the button number;

\* if we give the string name inside the curly bracket. it will be only access

\* if we give outside it will access by globally access inside the class.

\* To clear a variable we need give " " .  
eg:- button number = " " ;

Horizontal Alignment = " "

↓  
used to make Alignment.

Font size = " "

↳ to make the Text big (or) small.

Text Alignment = " "

↳ to Align the Text

Height = " " } for Height and  
width = " " } width.