Aim: White a ch Program addition of two numbers by using windows from App

Description:-

Implicit Type Casting:

It happens when . The two data types are compatible a smaller data · we assign vote of tala lype type to a bigger

implicit casting (automatically) - converting a smaller type to larger type size.

char-> in -> long -> float -> double

Explicit Type casting;

Il we want to assign a value of larger data type to a smaller data type we perform explicit type casting. . This is useful for in compatible data types where automatic conversion cannot be done.

· some times, it may result into the lossy conversion Explicit Casting (manually) - converting a larger type to a

smaller size type. double -> float -> long -> int -> chaz

Type Conversion Methods: IL is also possible to conveu data types explicity by using built-in methods, such as Convert. To Boolean, Convert: To Double, Convert Tostama, Convert Tolin 38 (int) and Convert Tolin 64 (long)

```
Program:-
           Windows FOOMAPP &
namespace
     Public Partial class Formi: Formy
           Public Formil) {
                 Initialize Componeu();
                            Label 1 - diac (obsed sender, Event Args e) {
            4
           Private void
           poivate void Form 1 - wat ( object sender, evenu Args e) ;
                   void buttons. click ( obsect Bender, Event Argse) {
            3
           Private
                      Styl = convext. Tolat 32 ( Lext Box 1 . Text);
                      SEX 2 = convert Toling 2 ( EXIBOX 2. TEXIL);
                 int
                 LEXTBOX3. TEXT = convert. To string (Stal + star)
            4
      4
```

output:-

Fixel Number 22 second Number 40 RESUIL 62 ADD

expeniment No: - 66

Date - 18-08-23

Airn'-

write a program to addition, substraction, multiplication, and division by using windows form app

Description:-

Access modifiers

By now, you are quite familian with the public keyword that appears in many of our examples:

The public keyword is an access modifier, which is used to set the access level / visibility for classes, fields, methods

and properties

ett access modifiers or specifiers are the keywords that are used to specify accessibility or scope of variables and

Functions in the ct application

Description Access specifies

It specifies that access is not restricted. It specifies that access is limited to Public

the containing class or in derived class protected

It specifies that access is limited to

the current assembly. Internal

It specifies that access is limited to

the custery assembly or types derived projected internal

from the containing class

It specifies that access is limited to the

containing type

Private

program'-

```
Windows Form App? }
namespace
              pastial class Formi: Forms
     Public
                      FOXMI() {
              Publi C
                       Initialize Componentes;
               3
             private void button)_ click (obsect sender, Event Args e) ;
                    ind Styl = convext. Tolar32 ( textBox 1. Text);
                    int Stra = convert . Tolan 32 ( text Box 2 . Text);
                     LEXYBOX 3. TEXT = CONVEXT. TOSTAING (STAIT STAR);
             Privale void button 2 - (1101 Cobiect sender, Event Args e){
                      ing Stal = convert. Tolin 32 ( text Box 1. Texus)
                      int Staz = convext romaze textbox 2. rexu);
                       textigues. Text = convext. To string ( Str1 - Str2);
                      void button3 - click (object sender, Event Axgs e) {
               y
             private
                       int Stor = convext. Tolars2 L textBox1. Text);
                       int Stag = convert. Tolm 32 ( text Box 2. Text);
                        ind story = convext total
                        LOUBOX3. Text = Convext. To String (Stri * Stra);
                       void buttonu- click ( object sender, Event Asgs e) {
               z
                         int Stal = convert Tolou32 (textBox1. Text);
               Privale
                              Stx 2 = convext. Tomi32 ( texuBox 2. Texu);
                          LOUBOX 3. Text = convert. To string (5td) 15td2);
                 4
```

OUEPUL!-

Fixst Number 40
Serond Number 22
Result 18

ADD SUB MUL DIV