

## 1.6 Inputting and parsing data

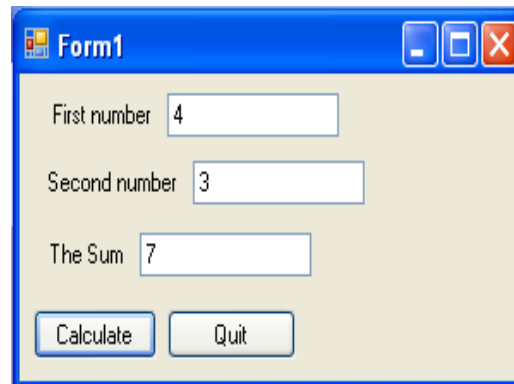
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- `Console.ReadLine()`
  - Used to get a string value from the user
- `Parsing Primitive type ( Parse())`
  - Used to convert a string argument to a parsing Primitive type argument.
  - Allows math to be preformed once the string is converted

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```
private void button1_Click(object sender, EventArgs e)
{
    int n, m, sum;
    n = Int32.Parse(textBox1.Text);
    m = Int32.Parse(textBox2.Text);
    sum = m + n;
    textBox3.Text = sum.ToString();
}
```

The outputs:



The screenshot shows a Windows Form titled "Form1" with a light beige background. It contains three text boxes arranged vertically. The first text box is labeled "First number" and contains the value "4". The second text box is labeled "Second number" and contains the value "3". The third text box is labeled "The Sum" and contains the value "7". At the bottom of the form, there are two buttons: "Calculate" and "Quit". The form has a standard Windows title bar with minimize, maximize, and close buttons.

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In the previous example:

|            |   |
|------------|---|
| <b>m</b>   | 4 |
| <b>n</b>   | 3 |
| <b>sum</b> | 7 |

**Fig. 3.14** Memory locations after a calculation.

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## 1.7 Arithmetic

- **Arithmetic operations**
  - Not all operations use the same symbol
    - Asterisk (\*) is multiplication
    - Slash (/) is division
    - Percent sign (%) is the modulus operator
    - Plus (+) and minus (-) are the same
  - Must be written in a straight line
  - There are no exponents
- **Division**
  - Division can vary depending on the variables used
    - When dividing two integers the result is always rounded down to an integer
    - To be more exact use a variable that supports decimals

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