

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Web;
5 using System.Web.UI;
6 using System.Web.UI.WebControls;
7
8 public partial class _Default : System.Web.UI.Page
9 {
10     protected void Page_Load(object sender, EventArgs e)
11     {
12
13     }
14
15     protected void Button1_Click(object sender, EventArgs e)
16     {
17         //This is the logic of ADD
18         double a = double.Parse(TextBox1.Text);
19         double b = double.Parse(TextBox2.Text);
20         double c = a + b;
21         TextBox3.Text = ("" + c);
22     }
23
24     protected void Button2_Click(object sender, EventArgs e)
25     {
26         //This is the logic of SUBTRACT
27         double a = double.Parse(TextBox1.Text);
28         double b = double.Parse(TextBox2.Text);
29         double c = a - b;
30         TextBox3.Text = ("" + c);
31     }
32
33     protected void Button3_Click(object sender, EventArgs e)
34     {
35         //This is the logic of MULTIPLY
36         double a = double.Parse(TextBox1.Text);
37         double b = double.Parse(TextBox2.Text);
38         double c = a * b;
39         TextBox3.Text = ("" + c);
40     }
41
42     protected void Button4_Click(object sender, EventArgs e)
43     {
44         //This is the logic of DIVIDE
45         double a = double.Parse(TextBox1.Text);
46         double b = double.Parse(TextBox2.Text);
47         double c = a / b;
48         TextBox3.Text = ("" + c);
49     }
}
```

50 }