

# System.Globalization.NumberStyles Enum

```
[ILASM]
.class public sealed serializable NumberStyles extends
System.Enum

[C#]
public enum NumberStyles
```

## Assembly Info:

- Name: mscorlib
- Public Key: [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00]
- Version: 1.0.x.x
- Attributes:
  - CLSCompliantAttribute(true)

## Type Attributes:

- FlagsAttribute

## Summary

Specifies styles for **System.String** representations of numeric values.

## Inherits From: System.Enum

Library: BCL

## Description

**System.Globalization.NumberStyles** define the presence and/or location of various elements in a **System.String** representation of a numeric value. [Note: For example, the **System.Globalization.NumberStyles.AllowParentheses** style describes strings where the numeric value is enclosed in parenthesis, such as "(432.00)".]

[Note: Where symbols such as a currency symbol are allowed in a **System.Globalization.NumberStyles** pattern, a **System.Globalization.NumberFormatInfo** instance defines the **System.String** representations of the symbols.

**System.Globalization.NumberStyles** values are passed to methods that convert between **System.String** and numeric data types, such as the **Parse** methods implemented by numeric base types. To specify multiple **System.Globalization.NumberStyles** values, use the bitwise OR operator.

1  
2 For a list of the valid white space characters, see the **System.String**  
3 class.]  
4

# 1    **NumberStyles.AllowCurrencySymbol** Field

```
2    [ILASM]  
3    .field public static literal valuetype  
4    System.Globalization.NumberStyles AllowCurrencySymbol =  
5    0x100  
  
6    [C#]  
7    AllowCurrencySymbol = 0x100
```

## 8    **Summary**

9       Specifies that a currency symbol is allowed. [*Note:* See  
10      **System.Globalization.NumberFormatInfo.CurrencySymbol**.]

11

# 1    **NumberStyles.AllowDecimalPoint** Field

```
2        [ILASM]  
3        .field public static literal valuetype  
4        System.Globalization.NumberStyles AllowDecimalPoint = 0x20  
  
5        [C#]  
6        AllowDecimalPoint = 0x20
```

## 7    **Summary**

8        Specifies that a decimal point is allowed. [*Note:* See  
9        **System.Globalization.NumberFormatInfo.NumberDecimalSepar-**  
10       **ator**,  
11       **System.Globalization.NumberFormatInfo.PercentDecimalSepar-**  
12       **ator**, and  
13       **System.Globalization.NumberFormatInfo.CurrencyDecimalSepa-**  
14       **lator**.]

15

# NumberStyles.AllowExponent Field

```
[ILASM]  
.field public static literal valuetype  
System.Globalization.NumberStyles AllowExponent = 0x80  
  
[C#]  
AllowExponent = 0x80
```

## Summary

Specifies that exponential notation is allowed.

This style is used for values in one of the following forms:

[**-**]m.ddddddE+xx

[**-**]m.ddddddE-xx

[**-**]m.dddddde+xx

[**-**]m.dddddde-xx

One or more non-zero digits (m) precede the decimal separator ("."). A minus sign ("-") can precede m. The type performing the conversion determines the number of decimal places (dddddd) in the string, and maximum and minimum values for xx and m. The exponent (+/-xx) consists of either a plus or minus sign followed by at least one digit.

# 1    **NumberStyles.AllowHexSpecifier Field**

```
2    [ILASM]  
3    .field public static literal valuetype  
4    System.Globalization.NumberStyles AllowHexSpecifier = 0x200  
  
5    [C#]  
6    AllowHexSpecifier = 0x200
```

## 7    **Summary**

8       Specifies that hexadecimal representation (Base 16) is allowed.

9  
10      Valid hexadecimal values include the numeric digits 0-9 and the  
11      hexadecimal digits A-F, and a-f. The hexadecimal digits can be in  
12      upper or lower case. Hexadecimal values can be left-padded with  
13      zeros. Strings parsed using this style are not permitted to be prefixed  
14      with "0x".

15

# 1 NumberStyles.AllowLeadingSign Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.Globalization.NumberStyles AllowLeadingSign = 0x4  
  
5 [C#]  
6 AllowLeadingSign = 0x4
```

## 7 Summary

8 Specifies that a leading sign symbol is allowed. [*Note:* See  
9 **System.Globalization.NumberFormatInfo.PositiveSign** and  
10 **System.Globalization.NumberFormatInfo.NegativeSign.**]

11

# 1    **NumberStyles.AllowLeadingWhite Field**

```
2        [ILASM]  
3        .field public static literal valuetype  
4        System.Globalization.NumberStyles AllowLeadingWhite = 0x1  
  
5        [C#]  
6        AllowLeadingWhite = 0x1
```

## 7    **Summary**

8        Specifies that the string can be prefixed with white space characters.

9

# 1    **NumberStyles.AllowParentheses Field**

```
2        [ILASM]  
3        .field public static literal valuetype  
4        System.Globalization.NumberStyles AllowParentheses = 0x10  
  
5        [C#]  
6        AllowParentheses = 0x10
```

## 7    **Summary**

8        Specifies that one pair of balanced parentheses is allowed.

9

# 1    **NumberStyles.AllowThousands Field**

```
2    [ILASM]  
3    .field public static literal valuetype  
4    System.Globalization.NumberStyles AllowThousands = 0x40  
  
5    [C#]  
6    AllowThousands = 0x40
```

## 7    **Summary**

8       Specifies that group separators are allowed; for instance, separating  
9       the hundreds from the thousands. [*Note:* See  
10      **System.Globalization.NumberFormatInfo.NumberGroupSeparat**  
11      **or,**  
12      **System.Globalization.NumberFormatInfo.PercentGroupSeparat**  
13      **or,** and  
14      **System.Globalization.NumberFormatInfo.CurrencyGroupSepara**  
15      **tor.**]  
  
16

## 1    **NumberStyles.AllowTrailingSign** Field

```
2        [ILASM]  
3        .field public static literal valuetype  
4        System.Globalization.NumberStyles AllowTrailingSign = 0x8  
  
5        [C#]  
6        AllowTrailingSign = 0x8
```

### 7    **Summary**

8        Specifies that a trailing sign symbol is allowed. [*Note:* See  
9        **System.Globalization.NumberFormatInfo.PositiveSign** and  
10       **System.Globalization.NumberFormatInfo.NegativeSign.**]

11

# 1    **NumberStyles.AllowTrailingWhite Field**

```
2        [ILASM]  
3        .field public static literal valuetype  
4        System.Globalization.NumberStyles AllowTrailingWhite = 0x2  
  
5        [C#]  
6        AllowTrailingWhite = 0x2
```

## 7    **Summary**

8        Specifies that the string can be suffixed with white space characters.

9

## NumberStyles.Any Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.NumberStyles Any = AllowLeadingWhite |
AllowTrailingWhite | AllowLeadingSign | AllowTrailingSign |
AllowParentheses | AllowDecimalPoint | AllowThousands |
AllowExponent | AllowCurrencySymbol

[C#]
Any = AllowLeadingWhite | AllowTrailingWhite |
AllowLeadingSign | AllowTrailingSign | AllowParentheses |
AllowDecimalPoint | AllowThousands | AllowExponent |
AllowCurrencySymbol
```

### Summary

Specifies that **System.Globalization.NumberStyles.AllowLeadingWhite**, **System.Globalization.NumberStyles.AllowTrailingWhite**, **System.Globalization.NumberStyles.AllowLeadingSign**, **System.Globalization.NumberStyles.AllowTrailingSign**, **System.Globalization.NumberStyles.AllowParentheses**, **System.Globalization.NumberStyles.AllowDecimalPoint**, **System.Globalization.NumberStyles.AllowThousands**, **System.Globalization.NumberStyles.AllowCurrencySymbol** and **System.Globalization.NumberStyles.AllowExponent** styles are allowed.

# 1 NumberStyles.Currency Field

```
2 [ILASM]
3 .field public static literal valuetype
4 System.Globalization.NumberStyles Currency =
5 AllowLeadingWhite | AllowTrailingWhite | AllowLeadingSign |
6 AllowTrailingSign | AllowParentheses | AllowDecimalPoint |
7 AllowThousands | AllowCurrencySymbol

8 [C#]
9 Currency = AllowLeadingWhite | AllowTrailingWhite |
10 AllowLeadingSign | AllowTrailingSign | AllowParentheses |
11 AllowDecimalPoint | AllowThousands | AllowCurrencySymbol
```

## 12 Summary

13 Specifies that  
14 **System.Globalization.NumberStyles.AllowLeadingWhite**,  
15 **System.Globalization.NumberStyles.AllowTrailingWhite**,  
16 **System.Globalization.NumberStyles.AllowLeadingSign**,  
17 **System.Globalization.NumberStyles.AllowTrailingSign**,  
18 **System.Globalization.NumberStyles.AllowParentheses**,  
19 **System.Globalization.NumberStyles.AllowDecimalPoint**,  
20 **System.Globalization.NumberStyles.AllowThousands**, and  
21 **System.Globalization.NumberStyles.AllowCurrencySymbol**  
22 styles are allowed.

23

# 1 NumberStyles.Float Field

```
2 [ILASM]
3 .field public static literal valuetype
4 System.Globalization.NumberStyles Float = AllowLeadingWhite
5 | AllowTrailingWhite | AllowLeadingSign | AllowDecimalPoint
6 | AllowExponent

7 [C#]
8 Float = AllowLeadingWhite | AllowTrailingWhite |
9 AllowLeadingSign | AllowDecimalPoint | AllowExponent
```

## 10 Summary

11 Specifies that  
12 **System.Globalization.NumberStyles.AllowLeadingWhite**,  
13 **System.Globalization.NumberStyles.AllowTrailingWhite**,  
14 **System.Globalization.NumberStyles.AllowLeadingSign**,  
15 **System.Globalization.NumberStyles.AllowDecimalPoint** and  
16 **System.Globalization.NumberStyles.AllowExponent** styles are  
17 allowed.

18

# 1 NumberStyles.HexNumber Field

```
2 [ILASM]
3 .field public static literal valuetype
4 System.Globalization.NumberStyles HexNumber =
5 AllowLeadingWhite | AllowTrailingWhite | AllowHexSpecifier

6 [C#]
7 HexNumber = AllowLeadingWhite | AllowTrailingWhite |
8 AllowHexSpecifier
```

## 9 Summary

10 Specifies that  
11 **System.Globalization.NumberStyles.AllowLeadingWhite**,  
12 **System.Globalization.NumberStyles.AllowTrailingWhite**,  
13 **System.Globalization.NumberStyles.AllowHexSpecifier** styles are  
14 allowed.

15

# 1    **NumberStyles.Integer** Field

```
2        [ILASM]  
3        .field public static literal valuetype  
4        System.Globalization.NumberStyles Integer =  
5        AllowLeadingWhite | AllowTrailingWhite | AllowLeadingSign  
  
6        [C#]  
7        Integer = AllowLeadingWhite | AllowTrailingWhite |  
8        AllowLeadingSign
```

## 9    **Summary**

10        Specifies that  
11        **System.Globalization.NumberStyles.AllowLeadingWhite**,  
12        **System.Globalization.NumberStyles.AllowTrailingWhite**, and  
13        **System.Globalization.NumberStyles.AllowLeadingSign** styles are  
14        allowed.

15

## 1    **NumberStyles.None** Field

```
2        [ILASM]  
3        .field public static literal valuetype  
4        System.Globalization.NumberStyles None = 0x0  
  
5        [C#]  
6        None = 0x0
```

## 7    **Summary**

8        Specifies that no styles are allowed.

9

# NumberStyles.Number Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.NumberStyles Number =
AllowLeadingWhite | AllowTrailingWhite | AllowLeadingSign |
AllowTrailingSign | AllowDecimalPoint | AllowThousands

[C#]
Number = AllowLeadingWhite | AllowTrailingWhite |
AllowLeadingSign | AllowTrailingSign | AllowDecimalPoint |
AllowThousands
```

## Summary

Specifies that **System.Globalization.NumberStyles.AllowLeadingWhite**, **System.Globalization.NumberStyles.AllowTrailingWhite**, **System.Globalization.NumberStyles.AllowLeadingSign**, **System.Globalization.NumberStyles.AllowTrailingSign**, **System.Globalization.NumberStyles.AllowDecimalPoint** and **System.Globalization.NumberStyles.AllowThousands** styles are allowed.