

# 1 System.Globalization.NumberStyles Enum

```
2 [ILAsm]  
3 .class public sealed serializable NumberStyles extends System.Enum  
4 [C#]  
5 public enum NumberStyles
```

## 6 Assembly Info:

- 7 • *Name:* mscorlib
- 8 • *Public Key:* [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00]
- 9 • *Version:* 2.0.x.x
- 10 • *Attributes:*
  - 11 ○ CLSCompliantAttribute(true)

## 12 Type Attributes:

- 13 • FlagsAttribute

## 14 Summary

15 Specifies styles for `System.String` representations of numeric values.

## 16 Inherits From: System.Enum

18 **Library:** BCL

## 20 Description

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

25  
26  
27  
28 [*Note:* Where symbols such as a currency symbol are allowed in a  
29 `System.Globalization.NumberStyles` pattern, a  
30 `System.Globalization.NumberFormatInfo` instance defines the `System.String`  
31 representations of the symbols.

32  
33 `System.Globalization.NumberStyles` values are passed to methods that convert  
34 between `System.String` and numeric data types, such as the `Parse` methods  
35 implemented by numeric base types. To specify multiple  
36 `System.Globalization.NumberStyles` values, use the bitwise OR operator.

37  
38 For a list of the valid white space characters, see the `System.String` class.

39  
40 ]



# 1 NumberStyles.AllowCurrencySymbol Field

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

## 7 Summary

8 Specifies that a currency symbol is allowed. [*Note:* See  
9 System.Globalization.NumberFormatInfo.CurrencySymbol.]  
10  
11  
12

# 1 NumberStyles.AllowDecimalPoint Field

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

## 7 Summary

8 Specifies that a decimal point is allowed. [*Note:* See  
9 System.Globalization.NumberFormatInfo.NumberDecimalSeparator,  
10 System.Globalization.NumberFormatInfo.PercentDecimalSeparator, and  
11 System.Globalization.NumberFormatInfo.CurrencyDecimalSeparator.]  
12  
13

14

# 1 NumberStyles.AllowExponent Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Globalization.NumberStyles  
4 AllowExponent = 0x80  
  
5 [C#]  
6 AllowExponent = 0x80
```

## 7 Summary

8 Specifies that exponential notation is allowed.

9

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

11

12 [-]m.dddddE+xx

13

14 [-]m.dddddE-xx

15

16 [-]m.dddddde+xx

17

18 [-]m.dddddde-xx

19

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

24

# 1 NumberStyles.AllowHexSpecifier Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Globalization.NumberStyles  
4 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 hexadecimal digits A-F,  
11 and a-f. The hexadecimal digits can be in upper or lower case. Hexadecimal values can  
12 be left-padded with zeros. Strings parsed using this style are not permitted to be  
13 prefixed with "0x".

14

# 1 NumberStyles.AllowLeadingSign Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Globalization.NumberStyles  
4 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  
12  
13

# 1 NumberStyles.AllowLeadingWhite Field

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

## 7 Summary

8 Specifies that group separators are allowed; for instance, separating the hundreds from  
9 the thousands. [*Note:* See  
10 System.Globalization.NumberFormatInfo.NumberGroupSeparator,  
11 System.Globalization.NumberFormatInfo.PercentGroupSeparator, and  
12 System.Globalization.NumberFormatInfo.CurrencyGroupSeparator.]  
13  
14  
15

# 1 NumberStyles.AllowTrailingSign Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Globalization.NumberStyles  
4 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  
12  
13

# 1 NumberStyles.AllowTrailingWhite Field

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

## 7 Summary

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

9

# 1 NumberStyles.Any Field

```
2 [ILAsm]
3 .field public static literal valuetype System.Globalization.NumberStyles
4 Any = AllowLeadingWhite | AllowTrailingWhite | AllowLeadingSign |
5 AllowTrailingSign | AllowParentheses | AllowDecimalPoint | AllowThousands
6 | AllowExponent | AllowCurrencySymbol
7
8 [C#]
9 Any = AllowLeadingWhite | AllowTrailingWhite | AllowLeadingSign |
10 AllowTrailingSign | AllowParentheses | AllowDecimalPoint | AllowThousands
11 | AllowExponent | AllowCurrencySymbol
```

## 11 Summary

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

21

# 1 NumberStyles.Currency Field

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

## 11 Summary

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

20

# 1 NumberStyles.Float Field

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

## 9 Summary

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

15

# 1 NumberStyles.HexNumber Field

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

## 7 Summary

8 Specifies that System.Globalization.NumberStyles.AllowLeadingWhite,  
9 System.Globalization.NumberStyles.AllowTrailingWhite,  
10 System.Globalization.NumberStyles.AllowHexSpecifier styles are allowed.

11

# 1 NumberStyles.Integer Field

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

## 7 Summary

8 Specifies that System.Globalization.NumberStyles.AllowLeadingWhite,  
9 System.Globalization.NumberStyles.AllowTrailingWhite, and  
10 System.Globalization.NumberStyles.AllowLeadingSign styles are allowed.

11

# 1 NumberStyles.None Field

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

## 7 Summary

8 Specifies that no styles are allowed.

9

# 1 NumberStyles.Number Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Globalization.NumberStyles  
4 Number = AllowLeadingWhite | AllowTrailingWhite | AllowLeadingSign |  
5 AllowTrailingSign | AllowDecimalPoint | AllowThousands  
  
6 [C#]  
7 Number = AllowLeadingWhite | AllowTrailingWhite | AllowLeadingSign |  
8 AllowTrailingSign | AllowDecimalPoint | AllowThousands
```

## 9 Summary

10 Specifies that System.Globalization.NumberStyles.AllowLeadingWhite,  
11 System.Globalization.NumberStyles.AllowTrailingWhite,  
12 System.Globalization.NumberStyles.AllowLeadingSign,  
13 System.Globalization.NumberStyles.AllowTrailingSign,  
14 System.Globalization.NumberStyles.AllowDecimalPoint and  
15 System.Globalization.NumberStyles.AllowThousands styles are allowed.

16