

System.UInt64 Structure

```
[ILAsm]
.class public sequential sealed serializable UInt64 extends
System.ValueType implements System.IComparable, System.IFormattable,
System.IComparable`1<unsigned int64>, System.IEquatable`1<unsigned
int64>

[C#]
public struct UInt64: IComparable, IFormattable,
IComparable<UInt64>, IEquatable<UInt64>
```

Assembly Info:

- *Name:* mscorlib
- *Public Key:* [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00]
- *Version:* 2.0.x.x
- *Attributes:*
 - CLSCompliantAttribute(true)

Type Attributes:

- CLSCompliantAttribute(false)

Implements:

- **System.IComparable**
- **System.IFormattable**
- **System.IComparable<System.UInt64>**
- **System.IEquatable<System.UInt64>**

Summary

Represents a 64-bit unsigned integer.

Inherits From: System.ValueType

Library: BCL

Thread Safety: All public static members of this type are safe for multithreaded operations. No instance members are guaranteed to be thread safe.

Description

The `System.UInt64` data type represents integer values ranging from 0 to positive 18,446,744,073,709,551,615 (hexadecimal 0xFFFFFFFFFFFFFFFF).

UInt64.MaxValue Field

```
[ILAsm]  
.field public static literal unsigned int64 MaxValue =  
18446744073709551615
```

```
[C#]  
public const ulong MaxValue = 18446744073709551615
```

Summary

Contains the maximum value for the `System.UInt64` type.

Description

The value of this constant is 18,446,744,073,709,551,615 (hexadecimal 0xFFFFFFFFFFFFFFFF).

UInt64.MinValue Field

```
[ILAsm]  
.field public static literal unsigned int64 MinValue = 0
```

```
[C#]  
public const ulong MinValue = 0
```

Summary

Contains the minimum value for the `System.UInt64` type.

Description

The value of this constant is 0.

UInt64.CompareTo(System.Object) Method

```
[ILAsm]  
.method public final hidebysig virtual int32 CompareTo(object value)  
  
[C#]  
public int CompareTo(object value)
```

Summary

Returns the sort order of the current instance compared to the specified `System.Object`.

Parameters

Parameter	Description
<i>value</i>	The <code>System.Object</code> to compare to the current instance.

Return Value

The return value is a negative number, zero, or a positive number reflecting the sort order of the current instance as compared to *value*. For non-zero return values, the exact value returned by this method is unspecified. The following table defines the return value:

Return Value	Description
A negative number	Current instance < <i>value</i> .
Zero	Current instance == <i>value</i> .
A positive number	Current instance > <i>value</i> , or <i>value</i> is a null reference.

Description

[*Note:* This method is implemented to support the `System.IComparable` interface.]

Exceptions

Exception	Condition
System.ArgumentException	<i>value</i> is not a <code>System.UInt64</code> and is not a null reference.

UInt64.CompareTo(System.UInt64) Method

```
[ILAsm]  
.method public final hidebysig virtual int32 CompareTo(unsigned  
int64 value)  
  
[C#]  
public int CompareTo(ulong value)
```

Summary

Returns the sort order of the current instance compared to the specified `System.UInt64`.

Parameters

Parameter	Description
<i>value</i>	The <code>System.UInt64</code> to compare to the current instance.

Return Value

The return value is a negative number, zero, or a positive number reflecting the sort order of the current instance as compared to *value*. For non-zero return values, the exact value returned by this method is unspecified. The following table defines the return value:

Return Value	Description
A negative number	Current instance < <i>value</i> .
Zero	Current instance == <i>value</i> .
A positive number	Current instance > <i>value</i> .

Description

[*Note:* This method is implemented to support the `System.IComparable<UInt64>` interface.]

UInt64.Equals(System.Object) Method

```
[ILAsm]  
.method public hidebysig virtual bool Equals(object obj)
```

```
[C#]  
public override bool Equals(object obj)
```

Summary

Determines whether the current instance and the specified `System.Object` represent the same value and type.

Parameters

Parameter	Description
<i>obj</i>	The <code>System.Object</code> to compare to the current instance.

Return Value

`true` if *obj* represents the same value and type as the current instance. If *obj* is a null reference or is not an instance of `System.UInt64`, returns `false`.

Description

[*Note:* This method overrides `System.Object.Equals`.]

UInt64.Equals(System.UInt64) Method

```
[ILAsm]  
.method public hidebysig virtual bool Equals(unsigned int64 obj)
```

```
[C#]  
public override bool Equals(ulong obj)
```

Summary

Determines whether the current instance and the specified `System.UInt64` represent the same value.

Parameters

Parameter	Description
<i>obj</i>	The <code>System.UInt64</code> to compare to the current instance.

Return Value

`true` if *obj* represents the same value as the current instance; otherwise, `false`.

Description

[*Note:* This method is implemented to support the `System.IEquatable<UInt64>` interface.]

UInt64.GetHashCode() Method

```
[ILAsm]  
.method public hidebysig virtual int32 GetHashCode()  
  
[C#]  
public override int GetHashCode()
```

Summary

Generates a hash code for the current instance.

Return Value

A `System.Int32` containing the hash code for the current instance.

Description

The algorithm used to generate the hash code is unspecified.

[*Note:* This method overrides `System.Object.GetHashCode.`]

UInt64.Parse(System.String) Method

```
[ILAsm]  
.method public hidebysig static unsigned int64 Parse(string s)  
  
[C#]  
public static ulong Parse(string s)
```

Summary

Returns the specified `System.String` converted to a `System.UInt64` value.

Type Attributes:

- `CLSCompliantAttribute(false)`

Parameters

Parameter	Description
<code>s</code>	A <code>System.String</code> containing the value to convert. The string is interpreted using the <code>System.Globalization.NumberStyles.Integer</code> style.

Return Value

The `System.UInt64` value obtained from `s`.

Description

This version of `System.UInt64.Parse` is equivalent to `System.UInt64.Parse(s, System.Globalization.NumberStyles.Integer, null)`.

The string `s` is parsed using the formatting information in a `System.Globalization.NumberFormatInfo` initialized for the current system culture. [*Note:* For more information, see `System.Globalization.NumberFormatInfo.CurrentInfo`.]

This method is not CLS-compliant. For a CLS-compliant alternative use `System.Single.Parse(System.String)`.

Exceptions

Exception	Condition
System.ArgumentNullException	<code>s</code> is a null reference.

System.FormatException	s is not in the correct style.
System.OverflowException	s represents a number greater than System.UInt64.MaxValue or less than System.UInt64.MinValue.

Example

This example demonstrates parsing a string to a System.UInt64.

[C#]

```
using System;
public class UInt64ParseClass {
    public static void Main() {
        string str = " 100 ";
        Console.WriteLine("String: \"{0}\" <UInt64>
{1}",str,UInt64.Parse(str));
    }
}
```

The output is

```
String: " 100 " <UInt64> 100
```

UInt64.Parse(System.String, System.Globalization.NumberStyles) Method

```
[ILAsm]  
.method public hidebysig static unsigned int64 Parse(string s,  
valuetype System.Globalization.NumberStyles style)  
  
[C#]  
public static ulong Parse(string s, NumberStyles style)
```

Summary

Returns the specified `System.String` converted to a `System.UInt64` value.

Type Attributes:

- `CLSCompliantAttribute(false)`

Parameters

Parameter	Description
<i>s</i>	A <code>System.String</code> containing the value to convert. The string is interpreted using the style specified by <i>style</i> .
<i>style</i>	Zero or more <code>System.Globalization.NumberStyles</code> values that specify the style of <i>s</i> . Specify multiple values for <i>style</i> using the bitwise OR operator. If <i>style</i> is a null reference, the string is interpreted using the <code>System.Globalization.NumberStyles.Integer</code> style.

Return Value

The `System.UInt64` value obtained from *s*.

Description

This version of `System.UInt64.Parse` is equivalent to `System.UInt64.Parse(s, style, null)`.

The string *s* is parsed using the formatting information in a `System.Globalization.NumberFormatInfo` initialized for the current system culture. [*Note:* For more information, see `System.Globalization.NumberFormatInfo.CurrentInfo`.]

This method is not CLS-compliant. For a CLS-compliant alternative use `System.Single.Parse(System.String, System.Globalization.NumberStyles)`.

Exceptions

Exception	Condition
System.ArgumentNullException	s is a null reference.
System.FormatException	s is not in the correct style.
System.OverflowException	s represents a number greater than <code>System.UInt64.MaxValue</code> or less than <code>System.UInt64.MinValue</code> .

UInt64.Parse(System.String, System.IFormatProvider) Method

```
[ILAsm]  
.method public hidebysig static unsigned int64 Parse(string s, class  
System.IFormatProvider provider)  
  
[C#]  
public static ulong Parse(string s, IFormatProvider provider)
```

Summary

Returns the specified `System.String` converted to a `System.UInt64` value.

Type Attributes:

- `CLSCompliantAttribute(false)`

Parameters

Parameter	Description
<i>s</i>	A <code>System.String</code> containing the value to convert. The string is interpreted using the <code>System.Globalization.NumberStyles.Integer</code> style.
<i>provider</i>	A <code>System.IFormatProvider</code> that supplies a <code>System.Globalization.NumberFormatInfo</code> containing culture-specific formatting information about <i>s</i> .

Return Value

The `System.UInt64` value obtained from *s*.

Description

This version of `System.UInt64.Parse` is equivalent to `System.UInt64.Parse(s, System.Globalization.NumberStyles.Integer, provider)`.

The string *s* is parsed using the culture-specific formatting information from the `System.Globalization.NumberFormatInfo` instance supplied by *provider*. If *provider* is null or a `System.Globalization.NumberFormatInfo` cannot be obtained from *provider*, the formatting information for the current system culture is used.

This method is not CLS-compliant. For a CLS-compliant alternative use `System.Single.Parse(System.String, System.IFormatProvider)`.

Exceptions

Exception	Condition
System.ArgumentNullException	s is a null reference.
System.FormatException	s is not in the correct style.
System.OverflowException	s represents a number greater than <code>System.UInt64.MaxValue</code> or less than <code>System.UInt64.MinValue</code> .

UInt64.Parse(System.String, System.Globalization.NumberStyles, System.IFormatProvider) Method

```
[ILAsm]  
.method public hidebysig static unsigned int64 Parse(string s,  
valuetype System.Globalization.NumberStyles style, class  
System.IFormatProvider provider)
```

```
[C#]  
public static ulong Parse(string s, NumberStyles style,  
IFormatProvider provider)
```

Summary

Returns the specified `System.String` converted to a `System.UInt64` value.

Type Attributes:

- `CLSCompliantAttribute(false)`

Parameters

Parameter	Description
<i>s</i>	A <code>System.String</code> containing the value to convert. The string is interpreted using the style specified by <i>style</i> .
<i>style</i>	Zero or more <code>System.Globalization.NumberStyles</code> values that specify the style of <i>s</i> . Specify multiple values for <i>style</i> using the bitwise OR operator. If <i>style</i> is a null reference, the string is interpreted using the <code>System.Globalization.NumberStyles.Integer</code> style.
<i>provider</i>	A <code>System.IFormatProvider</code> that supplies a <code>System.Globalization.NumberFormatInfo</code> containing culture-specific formatting information about <i>s</i> .

Return Value

The `System.UInt64` value obtained from *s*.

Description

The string *s* is parsed using the culture-specific formatting information from the `System.Globalization.NumberFormatInfo` instance supplied by *provider*. If *provider* is null or a `System.Globalization.NumberFormatInfo` cannot be obtained from *provider*, the formatting information for the current system culture is used.

This method is not CLS-compliant. For a CLS-compliant alternative use `System.Single.Parse(System.String, System.Globalization.NumberStyles, System.IFormatProvider)`.

Exceptions

Exception	Condition
System.ArgumentNullException	<code>s</code> is a null reference.
System.FormatException	<code>s</code> is not in the correct style.
System.OverflowException	<code>s</code> represents a number greater than <code>System.UInt64.MaxValue</code> or less than <code>System.UInt64.MinValue</code> .

UInt64.ToString(System.IFormatProvider) Method

```
[ILAsm]  
.method public final hidebysig virtual string ToString(class  
System.IFormatProvider provider)  
  
[C#]  
public string ToString(IFormatProvider provider)
```

Summary

Returns a `System.String` representation of the value of the current instance.

Parameters

Parameter	Description
<i>provider</i>	A <code>System.IFormatProvider</code> that supplies a <code>System.Globalization.NumberFormatInfo</code> containing culture-specific formatting information.

Return Value

A `System.String` representation of the current instance formatted using the general format specifier, ("G"). The string takes into account the formatting information in the `System.Globalization.NumberFormatInfo` instance supplied by *provider*.

Description

This version of `System.UInt64.ToString` is equivalent to `System.UInt64.ToString("G", provider)`.

If *provider* is null or a `System.Globalization.NumberFormatInfo` cannot be obtained from *provider*, the formatting information for the current system culture is used.

UInt64.ToString(System.String, System.IFormatProvider) Method

```
[ILAsm]  
.method public final hidebysig virtual string ToString(string  
format, class System.IFormatProvider provider)  
  
[C#]  
public string ToString(string format, IFormatProvider provider)
```

Summary

Returns a `System.String` representation of the value of the current instance.

Parameters

Parameter	Description
<i>format</i>	A <code>System.String</code> containing a character that specifies the format of the returned string.
<i>provider</i>	A <code>System.IFormatProvider</code> that supplies a <code>System.Globalization.NumberFormatInfo</code> instance containing culture-specific formatting information.

Return Value

A `System.String` representation of the current instance formatted as specified by *format*. The string takes into account the formatting information in the `System.Globalization.NumberFormatInfo` instance supplied by *provider*.

Description

If *provider* is null or a `System.Globalization.NumberFormatInfo` cannot be obtained from *provider*, the formatting information for the current system culture is used.

If *format* is a null reference, the general format specifier "G" is used.

[*Note:* For a detailed description of formatting, see the `System.IFormattable` interface.

This method is implemented to support the `System.IFormattable` interface.

]

The following table lists the characters that are valid for the `System.UInt64` type.

Format Characters	Description
"C", "c"	Currency format.
"D", "d"	Decimal format.
"E", "e"	Exponential notation format.
"F", "f"	Fixed-point format.
"G", "g"	General format.
"N", "n"	Number format.
"P", "p"	Percent format.
"X", "x"	Hexadecimal format.

Exceptions

Exception	Condition
System.FormatException	<i>format</i> is invalid.

UInt64.ToString() Method

```
[ILAsm]  
.method public hidebysig virtual string ToString()  
  
[C#]  
public override string ToString()
```

Summary

Returns a `System.String` representation of the value of the current instance.

Return Value

A `System.String` representation of the current instance formatted using the general format specifier, ("G"). The string takes into account the current system culture.

Description

This method is equivalent to `System.UInt64.ToString(null, null)`.

[*Note:* This method overrides `System.Object.ToString`.]

UInt64.ToString(System.String) Method

```
[ILAsm]  
.method public hidebysig instance string ToString(string format)
```

```
[C#]  
public string ToString(string format)
```

Summary

Returns a `System.String` representation of the value of the current instance.

Parameters

Parameter	Description
<i>format</i>	A <code>System.String</code> that specifies the format of the returned string. [Note: For a list of valid values, see <code>System.UInt64.ToString(System.String, System.IFormatProvider)</code> .]

Return Value

A `System.String` representation of the current instance formatted as specified by *format*. The string takes into account the current system culture.

Description

This method is equivalent to `System.UInt64.ToString(format, null)`.

If *format* is a null reference, the general format specifier "G" is used.

Exceptions

Exception	Condition
<code>System.FormatException</code>	<i>format</i> is invalid.

Example

This example demonstrates converting a `System.UInt64` to a string.

```
[C#]
```

```
using System;  
public class UInt64ToStringExample {  
    public static void Main() {
```

```

        UInt64 i = 64;
        Console.WriteLine(i);
        String[] formats = {"c", "d", "e", "f", "g", "n", "p", "x" };
        foreach(String str in formats)
            Console.WriteLine("{0}: {1}", str, i.ToString(str));
    }
}

```

The output is

64

c: \$64.00

d: 64

e: 6.400000e+001

f: 64.00

g: 64

n: 64.00

p: 6,400.00 %

x: 40