

# 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 00]
- *Version:* 2.0.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.

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

]



# NumberStyles.AllowCurrencySymbol Field

```
[ILAsm]  
.field public static literal valuetype System.Globalization.NumberStyles  
AllowCurrencySymbol = 0x100  
  
[C#]  
AllowCurrencySymbol = 0x100
```

## Summary

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

# NumberStyles.AllowDecimalPoint Field

```
[ILAsm]  
.field public static literal valuetype System.Globalization.NumberStyles  
AllowDecimalPoint = 0x20  
  
[C#]  
AllowDecimalPoint = 0x20
```

## Summary

Specifies that a decimal point is allowed. [*Note:* See `System.Globalization.NumberFormatInfo.NumberDecimalSeparator`, `System.Globalization.NumberFormatInfo.PercentDecimalSeparator`, and `System.Globalization.NumberFormatInfo.CurrencyDecimalSeparator`.]

# 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.dddddddE+xx

[**-**]m.dddddddE-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.

# NumberStyles.AllowHexSpecifier Field

```
[ILAsm]  
.field public static literal valuetype System.Globalization.NumberStyles  
AllowHexSpecifier = 0x200  
  
[C#]  
AllowHexSpecifier = 0x200
```

## Summary

Specifies that hexadecimal representation (Base 16) is allowed.

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

# NumberStyles.AllowLeadingSign Field

```
[ILAsm]  
.field public static literal valuetype System.Globalization.NumberStyles  
AllowLeadingSign = 0x4  
  
[C#]  
AllowLeadingSign = 0x4
```

## Summary

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

## NumberStyles.AllowLeadingWhite Field

```
[ILAsm]  
.field public static literal valuetype System.Globalization.NumberStyles  
AllowLeadingWhite = 0x1  
  
[C#]  
AllowLeadingWhite = 0x1
```

### Summary

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



## NumberStyles.AllowParentheses Field

```
[ILAsm]  
.field public static literal valuetype System.Globalization.NumberStyles  
AllowParentheses = 0x10  
  
[C#]  
AllowParentheses = 0x10
```

### Summary

Specifies that one pair of balanced parentheses is allowed.

# NumberStyles.AllowThousands Field

```
[ILAsm]  
.field public static literal valuetype System.Globalization.NumberStyles  
AllowThousands = 0x40  
  
[C#]  
AllowThousands = 0x40
```

## Summary

Specifies that group separators are allowed; for instance, separating the hundreds from the thousands. [*Note:* See `System.Globalization.NumberFormatInfo.NumberGroupSeparator`, `System.Globalization.NumberFormatInfo.PercentGroupSeparator`, and `System.Globalization.NumberFormatInfo.CurrencyGroupSeparator`.]

## NumberStyles.AllowTrailingSign Field

```
[ILAsm]  
.field public static literal valuetype System.Globalization.NumberStyles  
AllowTrailingSign = 0x8  
  
[C#]  
AllowTrailingSign = 0x8
```

### Summary

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

# NumberStyles.AllowTrailingWhite Field

```
[ILAsm]  
.field public static literal valuetype System.Globalization.NumberStyles  
AllowTrailingWhite = 0x2  
  
[C#]  
AllowTrailingWhite = 0x2
```

## Summary

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

# 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.

# NumberStyles.Currency Field

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

[C#]
Currency = AllowLeadingWhite | AllowTrailingWhite | AllowLeadingSign |
AllowTrailingSign | AllowParentheses | AllowDecimalPoint | AllowThousands
| 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, and System.Globalization.NumberStyles.AllowCurrencySymbol styles are allowed.

## NumberStyles.Float Field

```
[ILAsm]  
.field public static literal valuetype System.Globalization.NumberStyles  
Float = AllowLeadingWhite | AllowTrailingWhite | AllowLeadingSign |  
AllowDecimalPoint | AllowExponent  
  
[C#]  
Float = AllowLeadingWhite | AllowTrailingWhite | AllowLeadingSign |  
AllowDecimalPoint | AllowExponent
```

### Summary

Specifies that `System.Globalization.NumberStyles.AllowLeadingWhite`, `System.Globalization.NumberStyles.AllowTrailingWhite`, `System.Globalization.NumberStyles.AllowLeadingSign`, `System.Globalization.NumberStyles.AllowDecimalPoint` and `System.Globalization.NumberStyles.AllowExponent` styles are allowed.

# NumberStyles.HexNumber Field

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

## Summary

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



# NumberStyles.Integer Field

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

## Summary

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

## NumberStyles.None Field

```
[ILAsm]  
.field public static literal valuetype System.Globalization.NumberStyles  
None = 0x0  
  
[C#]  
None = 0x0
```

### Summary

Specifies that no styles are allowed.

# 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.