

EVEN

Determines if a value is even.

Syntax

```
Result = SRP_Math("EVEN", Value, "", DecimalPlaces, ScientificNotation)
```

Returns

1 if *Value* is even, or 0 if it is odd.

Remarks

The EVEN operation determines whether *Value* is even or odd. If *Value* is even, then 1 is returned. If *Value* is odd, then 0 is returned.

While the EVEN operation produces no errors, the result of passing a non-integer value are considered undefined. Technically, the last digit is used to determine even or odd, so passing a decimal number will determine the even/odd state of the last decimal number. In mathematics, however, even and odd are usually applied to a whole number.

Example

```
// 2 is even
Result = SRP_Math("EVEN", "2.0")
!! Result = 1 !!
```

```
// 3 is not even
Result = SRP_Math("EVEN", "3.0")
!! Result = 0 !!
```

```
// 0 is even
Result = SRP_Math("EVEN", 0)
!! Result = 1 !!
```