

ODD

Determines if a value is odd.

Syntax

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

Returns

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

Remarks

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

While the ODD 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

```
// 3 is odd
Result = SRP_Math("ODD", "3.0")
!! Result = 1 !!
```

```
// 4 is not odd
Result = SRP_Math("ODD", "4.0")
!! Result = 0 !!
```

```
// 0 is not odd
Result = SRP_Math("ODD", 0)
!! Result = 0 !!
```