using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace ActivityFour

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

private void btn\_calculate\_Click(object sender, EventArgs e)

{

double seconds = double.Parse(txtbx\_user.Text);

double minutes=0;

double hours=0;

double days=0;

if (seconds >= 86400)

{

days = (seconds / 86400);

lbl\_calculation.Text = days + " days";

}

else if (seconds >= 3600 && seconds < 86400)

{

hours = (seconds / 3600);

lbl\_calculation.Text = hours + " hours";

}

else

{

minutes = (seconds / 60);

lbl\_calculation.Text = minutes + " minutes";

}

}

}

}

     