﻿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 Sumator

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

private void buttonCalculate\_Click(object sender, EventArgs e)

{

try

{

var num1 = decimal.Parse(this.textBox1.Text);

var num2 = decimal.Parse(this.textBox2.Text);

var sum = num1 + num2;

textBoxSum.Text = sum.ToString();

}

catch (Exception)

{

textBoxSum.Text = "error";

}

}

}

}