



```
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 accept_a_no_and_print_from_1_to_that_no_using_do_while_loop
{

    public partial class Form1 : Form

    {

        public Form1()

        {
```

```
        InitializeComponent();
    }

    private void button1_Click(object sender, EventArgs e)
    {
        StringBuilder sb = new StringBuilder();
        int n = Convert.ToInt32(textBox1.Text);
        int i = 1;
        do
        {
            sb.Append(i + "\n");
            i++;
        } while (i <= n);
        label2.Text = sb.ToString();
    }
}
}
```