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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 Assignment_switch_check_vowel_or_not
{

    public partial class Form1 : Form

    {

        public Form1()

        {
```

```

        InitializeComponent();
    }

    private void label1_Click(object sender, EventArgs e)
    {

    }

    private void button1_Click(object sender, EventArgs e)
    {
        char ch = Convert.ToChar(textBox1.Text);

        switch(ch)
        {
            case 'a':
                label3.Text = "it is vowel";
                break;
            case 'e':
                label3.Text = "it is vowel";
                break;
            case 'i':
                label3.Text = "it is vowel";
                break;
            case 'o':
                label3.Text = "it is vowel";

```

```

        break;
    case 'u':
        label3.Text = "it is vowel";
        break;
    default:
        label3.Text = "it is not vowel";
        break;
    }
}

private void label3_Click(object sender, EventArgs e)
{
}
}
}

```