



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_3_from_button_and_operator_from__button

{

public partial class Form1 : Form

{

public Form1()

{

```

        InitializeComponent();
    }
    int prevnumber = 0;
    char op;
    private void button1_Click(object sender, EventArgs e)
    {
        textBox1.Text="1";
    }

    private void button2_Click(object sender, EventArgs e)
    {
        textBox1.Text="2";
    }

    private void button3_Click(object sender, EventArgs e)
    {
        textBox1.Text="3";
    }

    private void button4_Click(object sender, EventArgs e)
    {
        prevnumber=Convert.ToInt32(textBox1.Text);
        op='+';
        textBox1.Text="+";
    }

    private void button5_Click(object sender, EventArgs e)

```

```

{
    prevnumber=Convert.ToInt32(textBox1.Text);
    op='-';
    textBox1.Text="-";
}

private void button6_Click(object sender, EventArgs e)
{
    int result = 0;
    switch(op)
    {
        case '+':
            result=Convert.ToInt32(textBox1.Text)+prevnumber;
            break;
        case '-':
            result=prevnumber-Convert.ToInt32(textBox1.Text);
            break;

    }
    textBox1.Text=result.ToString();
}
}
}

```