



```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
```

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using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace display_greatest_number
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            int n1 = Convert.ToInt32(textBox1.Text);
            int n2 = Convert.ToInt32(textBox2.Text);
            if(n1>n2)
            {
                button1.Text = "no1 is greater";
            }
            else
            {
                button1.Text = "no2 is greater";
            }
        }
    }
}

```

```
    }

    private void textBox1_TextChanged(object sender, EventArgs e)
    {

    }

    private void textBox2_TextChanged(object sender, EventArgs e)
    {

    }
}
}
```