



```
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 print_addition_subtraction_multiplication
{

    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);
        int res = n1 + n2;
        label3.Text = "addition " + res;
    }

    private void button3_Click(object sender, EventArgs e)
    {
        int n1 = Convert.ToInt32(textBox1.Text);
        int n2 = Convert.ToInt32(textBox2.Text);
        int res = n1 - n2;
        label3.Text = "subtraction " + res;
    }

    private void button2_Click(object sender, EventArgs e)
    {
        int n1 = Convert.ToInt32(textBox1.Text);
        int n2 = Convert.ToInt32(textBox2.Text);
        int res = n1 * n2;
        label3.Text = "multiplication " + res;
    }

```

```
}

private void textBox1_TextChanged(object sender, EventArgs e)
{

}

private void textBox2_TextChanged(object sender, EventArgs e)
{

}
}
}
```