```csharp
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_accept_dayno_and_dis_dayname

{

    public partial class Form1 : Form

    {

        public Form1()

        {
```

```csharp
        InitializeComponent();

}


private void label1_Click(object sender, EventArgs e)

{


}


private void label2_Click(object sender, EventArgs e)

{


}


private void button1_Click(object sender, EventArgs e)

{

    char dayno = Convert.ToChar(textBox1.Text);


    switch(dayno)

    {

        case '1':

            label2.Text = "Monday";

            break;

        case '2':

            label2.Text = "Tuesday";

            break;

        case '3':

            label2.Text = "Wednesday";
```

```csharp
                break;
        case '4':
            label2.Text = "Thursday";

            break;
        case '5':
            label2.Text = "Friday";

            break;
        case '6':
            label2.Text = "Saturday";

            break;
        case '7':
            label2.Text = "Sunday";

            break;
        default:
            label2.Text = "invalid number";

            break;



        }
    }
  }
}
```