

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\_2\_no\_and\_opera\_\_\_\_\_and\_dis\_res

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

private void label1\_Click(object sender, EventArgs e)

{

}

private void label2\_Click(object sender, EventArgs e)

{

}

private void label3\_Click(object sender, EventArgs e)

{

}

private void button1\_Click(object sender, EventArgs e)

{

int n1 = Convert.ToInt32(textBox1.Text);

int n2 = Convert.ToInt32(textBox2.Text);

string choice= textBox3.Text;

int add = 0;

int sub = 0;

int mul = 0;

switch(choice)

{

case "+":

add = n1 + n2;

label4.Text = "add" + add;

break;

case "-":

sub = n1 - n2;

label4.Text = "sub" + sub;

break;

case "\*":

mul = n1 \* n2;

label4.Text = "mul" + mul;

break;

}

}

private void label4\_Click(object sender, EventArgs e)

{

}

}

}