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()

{

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";

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;

}

}

}

}