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\_check\_vowel\_or\_not

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

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

{

}

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

{

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

switch(ch)

{

case'a':

label3.Text = "it is vowel";

break;

case 'e':

label3.Text = "it is vowel";

break;

case 'i':

label3.Text = "it is vowel";

break;

case 'o':

label3.Text = "it is vowel";

break;

case 'u':

label3.Text = "it is vowel";

break;

default:

label3.Text = "it is not vowel";

break;

}

}

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

{

}

}

}