

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)

{

}

}

}