```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 A_Form6_display_greatest_no

{

    public partial class Form1 : Form

    {

        public Form1()

        {

            InitializeComponent();

        }
```

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```csharp
private void button1_Click(object sender, EventArgs e)
{
    int n1 = Convert.ToInt32(textBox1.Text);

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

    int n3 = Convert.ToInt32(textBox3.Text);

    if (n1 > n2 && n1>n3)

    {

        label4.Text = n1+ " n1 is greater no";

    }


    else if (n2 > n1 && n2 > n3)

    {

        label4.Text = n2+ " n2 is greater no";

    }
    else

    {

        label4.Text = n3+ " n3 is greater no";

    }
}
}
}
```