



```
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 Numeric_up_down_control
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }
    }
}
```

```
private void button1_Click(object sender, EventArgs e)
{
    label2.Text=numericUpDown1.Value.ToString();
}
}
```