



```
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 Form4_display_greater_no
{
    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);  
    if(n1>n2)  
    {  
        label3.Text =n1+ " n1 is greater";  
    }  
    else  
    {  
        label3.Text = n2+ " n2 is greater";  
    }  
}  
}
```