```
Form1.cs 😕 × Form1.cs [Design]
C# WindowsFormsApp4
                                     ▼  WindowsFormsApp4.Form1
                                                                            → 🗠 button2_Click(object sender, EventArgs e)
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᠃Form1

   픙↑
         14
                        public partial class Form1 : Form
          15
                             public Form1()
                                                                                    n2
          16
          17
                                  InitializeComponent();
                                                                                                 Subtraction
          18
          19
                             Calculate c =new Calculate();
          20
                                                                                    subtraction 6
          21
                             private void button1_Click(object s
          22
          23
                                  int r = c.addition(Convert.ToIn
          24
                                  label3.Text = "addition " + r;
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          26
          27
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Show output from: Build
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```

```
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;
using dll1;
namespace WindowsFormsApp4
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }
```

```
Calculate c =new Calculate();

private void button1_Click(object sender, EventArgs e)
{
    int r = c.addition(Convert.ToInt32(textBox1.Text),
Convert.ToInt32(textBox2.Text));
    label3.Text = "addition " + r;
}

private void button2_Click(object sender, EventArgs e)
{
    int r = c.substraction(Convert.ToInt32(textBox1.Text),
Convert.ToInt32(textBox2.Text));
    label3.Text = "subtraction " + r;
}
}
```