```
Form1.cs 🕆 × Form1.cs [Design]
C# A Form12 vowel or not

→ A_Form12_vowel_or_not.Form1

                                                                       → 😪 button1_Click(object sender, EventArgs e)
                 using System.Data;

₽ Form1

                                                                                                 using System.Drawing;
          5
          6
                 using System.Linq;
                 using System.Text;
          7
                 using System.Threading.Tasks;
          8
                using System.Windows.Forms;
          9
                                                                                result
         10
         11
               namespace A_Form12_vowel_or_not
         12
                      3 references
  픙↑
        13
                      public partial class Form1 : Form
        14
                           1 reference
         15
                           public Form1()
         16
                               InitializeComponent();
         17
         19
                          Ln: 57 Ch: 47 SPC CRLF
146 % 🔻 🚳 No issues found
Show output from: Build
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_Form12_vowel_or_not
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }
```

```
private void button1_Click(object sender, EventArgs e)
{
    string ch = textBox1.Text;
    switch (ch)
        case "a":
            label3.Text = "vowel";
            break;
        case "e":
            label3.Text = "vowel";
            break;
        case "i":
            label3.Text = "vowel";
            break;
        case "o":
            label3.Text = "vowel";
            break;
        case "u":
            label3.Text = "vowel";
            break;
        case "A":
            label3.Text = "vowel";
            break;
        case "E":
            label3.Text = "vowel";
            break;
        case "I":
            label3.Text = "vowel";
```

```
break;
case "0":
    label3.Text = "vowel";
    break;
case "U":
    label3.Text = "vowel";
    break;
default:
    label3.Text = "not vowel";
    break;
}
```