



```
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_Form11_operator
{
    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);
    string choice=textBox3.Text;
    int res=0;
    switch (choice)
    {
        case "+":
            res = n1 + n2;
            break;
        case "-":
            res = n1 - n2;
            break;
        case "*":
            res = n1 * n2;
            break;
    }
    label4.Text = "result=" + res; ;
}
}
}

```