```
Form1.cs 🗢 × Form1.cs [Design]
Numeric up down control

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using System.Windows.Forms;
                                                             → Pa hutton1 Click(object sender, EventAras e)
                                                       Form1
       10
             namespace Numeric_up_down_control
       11
       12
                                                                                        -
                   3 references
                   public partial class Form1 : Form
       13
                                                                      button1
       14
                       1 reference
                       public Form1()
       15
       16
                           InitializeComponent();
       17
       18
       19
                       1 reference
                       private void button1_Click(obje
       20
       21
       22 👰
                           label2.Text=numericUpDown1.value.rostring();
       23
                       ∛ ▼ 4|
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();
}
}
```