```
Form1.cs 🗢 × Form1.cs [Design]
A Form Leap year
                                → <sup>1</sup> A_Form_Leap_year.Form1
                                                                   + 🗣 button1_Click(object sender, EventArgs e)

Form1

                         1 reference
                         public Form1()
        15
        16
                                                                                    2023
                             InitializeComponent();
        17
                                                                             leap year or not
        18
                                                                          not a leap year
        19
                         1 reference
                         private void button1_Click(object send
        20
        21
                                              Ŷa void Form1.button1_Click(object sender, EventArgs e)
                             int year=Convert.loInt32(textBox1.
        22
        23
        24
                            if (year % 4 == 0)
        25
                                  label2.Text = "leap year";
        26
                             }
        27
        28
        29
                             else
        30 No iss
                                                                                   Ln: 25 Ch: 13 SPC
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_Form_Leap_year
{
     public partial class Form1 : Form
     {
```

public Form1()

InitializeComponent();

{

}

```
private void button1_Click(object sender, EventArgs e)
{
    int year=Convert.ToInt32(textBox1.Text);

if (year % 4 == 0)
    {
        label2.Text = "leap year";
    }

    else
    {
        label2.Text = "not a leap year";
    }
}
```