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Form1.cs + × Form1.cs [Design]
C# WindowsFormsApp1
                                   → WindowsFormsApp1.Form1
                                                                         → 🗣 button1_Click(object sender, EventArgs e)
                                                                          Form1
               □namespace WindowsFormsApp1
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   哥
                      public partial class Form1 : Form
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                                                                                     dispay result
         14
                           public Form1()
         15
         16
                                InitializeComponent();
         17
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         19
                           1 reference
                           private void button1_Click(object send
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         21
                                int day=Convert.ToInt32(textBox1.)
         22
                                switch(day)
         23
                                {
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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;
namespace WindowsFormsApp1
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }
```

```
private void button1_Click(object sender, EventArgs e)
{
    int day=Convert.ToInt32(textBox1.Text);
    switch(day)
        case 1:
                label3.Text = "Monday";
                break;
        case 2:
                label3.Text = "Tuesday";
                break;
        case 3:
                label3.Text = "Wednesday";
                break;
        case 4:
                label3.Text = "Thursdayday";
                break;
        case 5:
                label3.Text = "Friday";
                break;
```

```
case 6:
    label3.Text = "Saturday";
    break;

case 7:
    label3.Text = "Sunday";
    break;
}
}
```