```csharp
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 Form3_add_subtract_multiply

{

    public partial class Form1 : Form

    {

        public Form1()

        {

            InitializeComponent();

        }
```

```csharp
private void button1_Click(object sender, EventArgs e)
{
    int n1=Convert.ToInt32(textBox1.Text);

    int n2=Convert.ToInt32(textBox2.Text);

    int res = n1 + n2;

    label3.Text = "addition " + res;
}


private void button2_Click(object sender, EventArgs e)
{
    int n1= Convert.ToInt32(textBox1.Text);

    int n2= Convert.ToInt32(textBox2.Text);

    int res = n1 - n2;

    label3.Text="subtraction " + res;
}


private void button3_Click(object sender, EventArgs e)
{
    int n1 = Convert.ToInt32(textBox1.Text);

    int n2 = Convert.ToInt32(textBox2.Text);

    int res = n1 * n2;

    label3.Text = "multiplication " + res;
}
}
}
```