```
Form1.cs + × Form1.cs [Design]
A Form11 operator
                             → 😘 A_Form11_operator.Form1
                                                             → 🗞 button1_Click(object sender, EventArgs e)
                          int n1 = Convert.ToInt32(textBox1.T ## Form1
       22
                          int n2 = Convert.ToInt32(textBox2.T
       23
       24
                          string choice=textBox3.Text;
                          int res=0;
       25
                          switch (choice)
       26
                                                                  n2
       27
                              case "+":
       28
                                                                  choice
       29
                                   res = n1 + n2;
                                  break;
       30
       31
                              case "-":
                                   res = n1 - n2;
       32
                                                                   result=10
                                   break;
       33
                              case "*":
       34
       35
                                   res = n1 * n2;
       36
                                   break;
       37
                          label4.Text = "result=" + res; ;
       38
46 % No issues found
                                                                           Ln: 38 Ch: 35 SPC CRLF
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; ;
        }
   }
}
```