```
Form1.cs 🕆 × Form1.cs [Design]
Form print no using do-while
                                  → %Form_print_no_using_do_while.Form1
                                                                      → 🗣 button1_Click(object sender, EventArgs e)
                                                                                                            ‡
              ∃using System;
                using System.Collections.Generic;
                                                                      Form1
                                                                                               2
         3
                 using System.ComponentModel;
         4
                using System.Data;
                using System.Drawing;
         5
                using System.Linq;
         6
                                                                                   dispalv
         7
                using System.Text;
         8
                using System.Threading.Tasks;
               using System.Windows.Forms;
         9
        10
              namespace Form_print_no_using_do_while
        11
        12
                {
                     public partial class Form1 : Form
        13
        14
                          1 reference
                          public Form1()
        15
        16
    • 🔊 💿 No issues found
                                                                                        Ln: 22 Ch: 52 SPC CRLF
Show output from: Build
```

```
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 Form_print_no_using_do_while
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }
```

```
private void button1_Click(object sender, EventArgs e)
{
    StringBuilder sb = new StringBuilder();
    int n=Convert.ToInt32(textBox1.Text);
    int i = 1;
    do
    {
        sb.Append(i + "\n");
        i++;
    } while (i <= n);
    label2.Text= sb.ToString();
}
</pre>
```