```
Form1.cs 🗢 × Form1.cs [Des.____
Form4 display greater no
                                → 🥸 Form4_display_greater_no.Form1

■ num1

              □using System;
         1
                using System.Collections.Generic;
         2
                using System.ComponentModel;
         3
                using System.Data;
         5
                using System.Drawing;
                using System.Linq;
         6
         7
                using System.Text;
                                                                          greater no
         8
                using System.Threading.Tasks;
               using System.Windows.Forms;
         9
                                                                      5 n1 is greater
        10
              namespace Form4_display_greater_no
        11
        12
               {
                    3 references
                    public partial class Form1 : Form
  믉↑
       13
        14
                         1 reference
                         public Form1()
        15
        16
```

```
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 Form4_display_greater_no
{
    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);
    if(n1>n2)
    {
        label3.Text = n1+ " n1 is greater";
    }
    else
    {
        label3.Text = n2+ " n2 is greater";
    }
}
```