```
Form1.cs ⇒ × Form1.cs [Design]
Form 1.cs

C# Form using for
              → 😪 button1_Click(object sender, EventArgs e)
                                                            Form1
       10
             namespace Form_using_for
       11
                                                                           15
       12
                                                                    display no
                   public partial class Form1 : Form
  픙↑
       13
       14
                       1 reference
                      public Form1()
       15
       16
                       {
                           InitializeComponent();
       17
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       19
                       1 reference
                      private void button1_Click(object ser
       20
       21
                           StringBuilder sb = new StringBuil
       22
                           int n=Convert.ToInt32(textBox1.Text);
        23
                       for(int i=1: i<=n: i++)
       24 ( No issues found
                                                                          Ln: 24 Ch: 30 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_using_for
{
     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);
    for(int i=1; i<=n; i++)
    {
        sb.Append(i +"\n");
    }
    label2.Text = sb.ToString();
}
</pre>
```