



```
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;
using System.Collections;

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

```

ArrayList al=new ArrayList();

student[] stud = new student[3];

int i=0;

private void button1_Click(object sender, EventArgs e)
{
    i++;
    if(i<=3)
    {
        stud[i - 1] = new student(Convert.ToInt32(textBox1.Text),
textBox2.Text);
        al.Add(stud[i - 1]);
    }
    if(i==3)
    {
        MessageBox.Show("3 student added");
        button1.Enabled = false;
    }
}

private void button2_Click(object sender, EventArgs e)
{
    StringBuilder sb = new StringBuilder();
    foreach (student s in al)
    {
        sb.Append("rno " + s.rno + " name " + s.name + "\n");
    }
    label3.Text = sb.ToString();
}
}

```

}