



```
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 NuricupDown
{
    public partial class Form1 : Form
    {
```

```
public Form1()
{
    InitializeComponent();
}

private void button1_Click(object sender, EventArgs e)
{
    label2.Text=numericUpDown1.Value.ToString();
}
}
```