



```
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 _2_D_ArrayStore_And_Display
{
    public partial class Form1 : Form
    {
```

```

public Form1()
{
    InitializeComponent();
}

//creating an 2 d array of 2 row and 2 column
string[,] album = new string[2, 2];
StringBuilder sb = new StringBuilder();
int i = 0;
int j = 0;

private void button1_Click(object sender, EventArgs e)
{
    if (i < 2)
    {
        album[i, j] = textBox1.Text;
        album[i, j + 1] = textBox2.Text;
        i++;
        textBox1.Clear();
        textBox2.Clear();
        textBox1.Focus();
        if (i == 2)
        {
            MessageBox.Show("2 values accepted");
            textBox1.Enabled = false;
            textBox2.Enabled = false;
            button1.Enabled = false;
        }
    }
}

```

```

        button2.Enabled = true;
    }

}

}

private void button2_Click(object sender, EventArgs e)
{
    for (i = 0; i < 2; i++)
    {
        for (j = 0; j < 2; j++)
        {
            sb.Append(album[i, j] + " \t ");
        }
        sb.Append("\n");
    }
    label3.Text = sb.ToString();
}
}
}

```