

```

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 Windows_Forms_Greatest_num_in_three
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void label4_Click(object sender, EventArgs e)
        {
        }

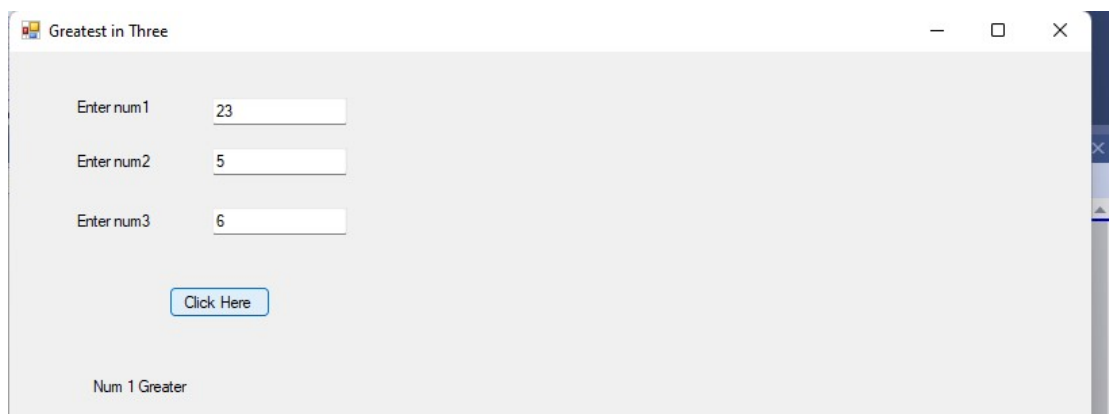
        private void button1_Click(object sender, EventArgs e)
        {
            int num1=Convert.ToInt32(textBox1.Text);
            int num2=Convert.ToInt32(textBox2.Text);
            int num3 = Convert.ToInt32(textBox3.Text);
        }
    }
}

```

```

        if (num1 > num2 && num1 > num3)
        {
            label4.Text = "Num 1 Greater";
        }
        else if(num2 > num3 && num2 > num1)
        {
            label4.Text = " Num 2 is Greater";
        }
        else if( num3 > num1 && num3 > num2)
        {
            label4.Text = "Num 3 is Greater";
        }
        else
        {
            label4.Text = " All num are Equal";
        }
    }
}

```



Greatest in Three

Enter num1

Enter num2

Enter num3

[Click Here](#)

Num 1 Greater