

```

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_Ass_AGE_Distribution
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();

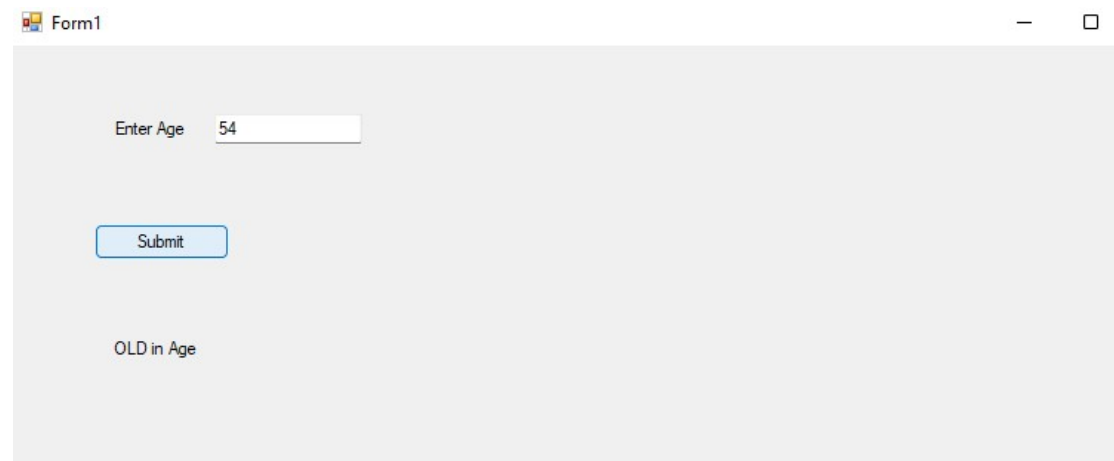
            private void button1_Click(object sender, EventArgs e)
            {

                int age=Convert.ToInt32(textBox1.Text);

                if(age<=18)
                {
                    label2.Text = "Minor Age";
                }
                else if(age<=40)

```

```
    {  
        label2.Text = "{Young in Age}";  
    }  
    else  
    {  
        label2.Text = "OLD in Age";  
    }  
}  
}  
}
```



The screenshot shows a standard Windows application window titled "Form1". Inside the window, there is a label "Enter Age" followed by a text input box containing the number "54". Below this, there is a blue "Submit" button. At the bottom of the form, there is a label that reads "OLD in Age", which is the result of the logic shown in the code above.