```csharp
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 Addition_Progeam_Windows_form
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }
```

```csharp
        private void textBox1_TextChanged(object sender, EventArgs e)
        {

        }


        private void Form1_Load(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 add=num1+num2;

            label3.Text = "Addtion = " + add;
        }
    }
}
```