

```

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

        private void button1_Click(object sender, EventArgs e)
        {
            int num = Convert.ToInt32(textBox1.Text);

            switch(num)
            {
                case 1:
                    label2.Text = "Monday";

```

```
break;
```

```
case 2:
```

```
label2.Text = "Tuesday";
```

```
break;
```

```
case 3:
```

```
label2.Text = "Wednesday";
```

```
break;
```

```
case 4:
```

```
label2.Text = "Thursday";
```

```
break;
```

```
case 5:
```

```
label2.Text = "Friday";
```

```
break;
```

```
case 6:
```

```
label2.Text = "saturday";
```

```
break;
```

```
case 7:
```

```
label2.Text = "sunday";
```

```
break;
```

```
}  
}  
}  
}
```

Day

Enter day num

Friday