**Calculator**

**Coding:**

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Windows.Forms;

namespace calculator

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

private void number1\_TextChanged(object sender, EventArgs e)

{

}

private void submit\_Click(object sender, EventArgs e)

{

int no1, no2 ,ans;

no1 = Convert.ToInt32(number1.Text);

no2 = int.Parse(number2.Text);

if (opera.SelectedItem == "Addition")

{

ans = no1 + no2;

result.Text = Convert.ToString(ans);

}

else if (opera.SelectedItem == "Subtraction")

{

ans = no1 - no2;

result.Text = Convert.ToString(ans);

}

else if (opera.SelectedItem == "Multiplication")

{

ans = no1 \* no2;

result.Text = Convert.ToString(ans);

}

else if (opera.SelectedItem == "Division")

{

ans = no1 / no2;

result.Text = Convert.ToString(ans);

}

}

private void result\_TextChanged(object sender, EventArgs e)

{

}

private void opera\_SelectedIndexChanged(object sender, EventArgs e)

{

}

}

}

**UI:**

