```
        private void textBox2_TextChanged(object sender, EventArgs e)
        {
            string hasil = button1.Text;
            hasil = hasil.ToLower();

        }
```

Di inisiasi terlebih dahulu untuk "hasil" dengan tipe data srtring, di ambil dari elemen "button1" pada atribut "Text". Lalu atribut "hasil" diisi dengan "hasil".

```
private void button2_Click(object sender, EventArgs e)
{
    int angka;
    angka = Convert.ToInt32(textBox2.Text);
    button2.Text = button2.Text + "+";
}

private void textBox1_TextChanged_1(object sender, EventArgs e)
{

}

private void button10_Click(object sender, EventArgs e)
{

}

private void button3_Click(object sender, EventArgs e)
{
    int angka;
    angka = Convert.ToInt32(textBox2.Text);   ⊗
    button2.Text = button3.Text + "+";
}

private void button5_Click(object sender, EventArgs e)
{
    int angka;
    angka = Convert.ToInt32(textBox2.Text);
    button2.Text = button5.Text + "+";
}
```

```csharp
private void button4_Click(object sender, EventArgs e)
{
    int angka;
    angka = Convert.ToInt32(textBox2.Text);
    button2.Text = button4.Text + "+";
}

1 reference
private void button6_Click(object sender, EventArgs e)
{
    int angka;
    angka = Convert.ToInt32(textBox2.Text);
    button2.Text = button6.Text + "+";
}

1 reference
private void button7_Click(object sender, EventArgs e)
{
    int angka;
    angka = Convert.ToInt32(textBox2.Text);
    button2.Text = button7.Text + "+";
}

1 reference
private void button8_Click(object sender, EventArgs e)
{
    int angka;
    angka = Convert.ToInt32(textBox2.Text);
    button2.Text = button6.Text + "+";
}
```

```csharp
private void button9_Click(object sender, EventArgs e)
{
    int angka;
    angka = Convert.ToInt32(textBox2.Text);
    button2.Text = button9.Text + "+";
}

1 reference
private void button11_Click(object sender, EventArgs e)
{
    int angka;
    angka = Convert.ToInt32(textBox2.Text);
    button2.Text = button11.Text + "+";
}
```

Inisiasi sembua button "angka" dengan tipe data integer, lalu jika button tersebut di klik tombol + maka akan di eksekusi jumlahnya.

```
private void button12_Click(object sender, EventArgs e)
{
    for (int i = 0; i < 10; i++)
    {
        button12.Text = hasil;
    }
}
```

Ini funfgsi untuk jumlah dari semua button