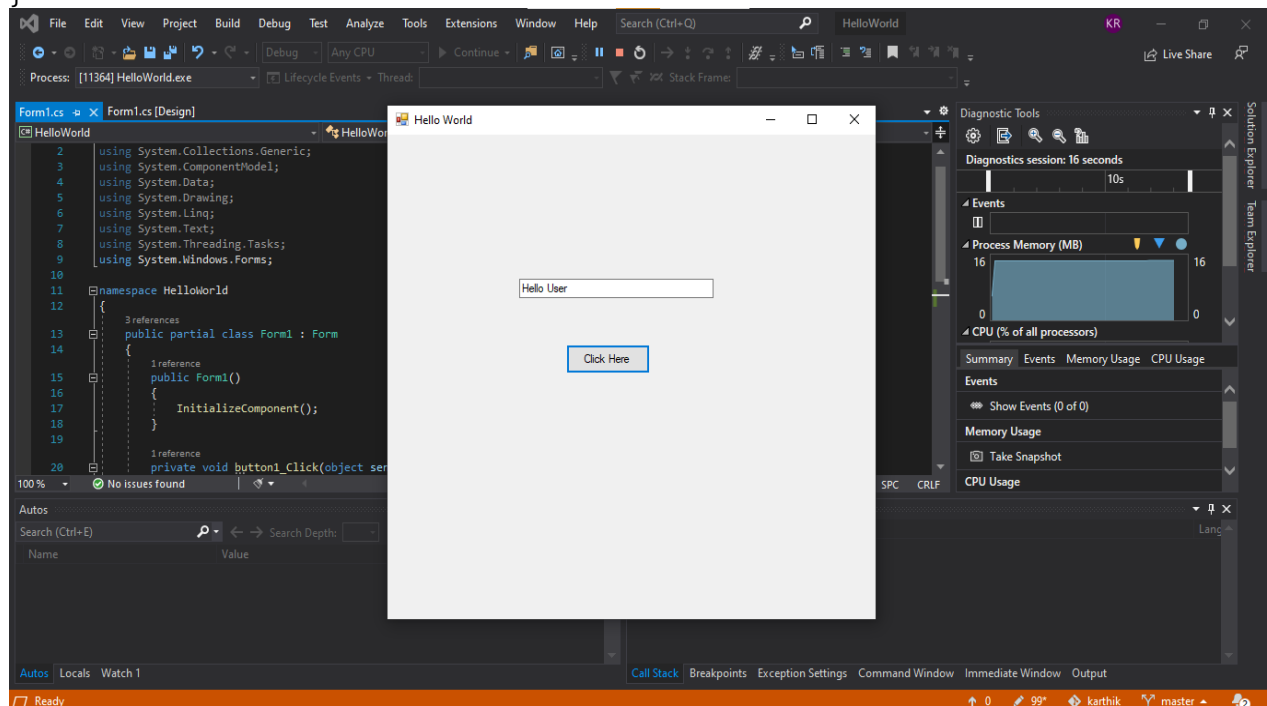# Task 1:

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

        private void button1_Click(object sender, EventArgs e)
        {
            textBox1.Text = "Hello User";
                }

        private void label1_Click(object sender, EventArgs e)
        {

        }
    }
}
```
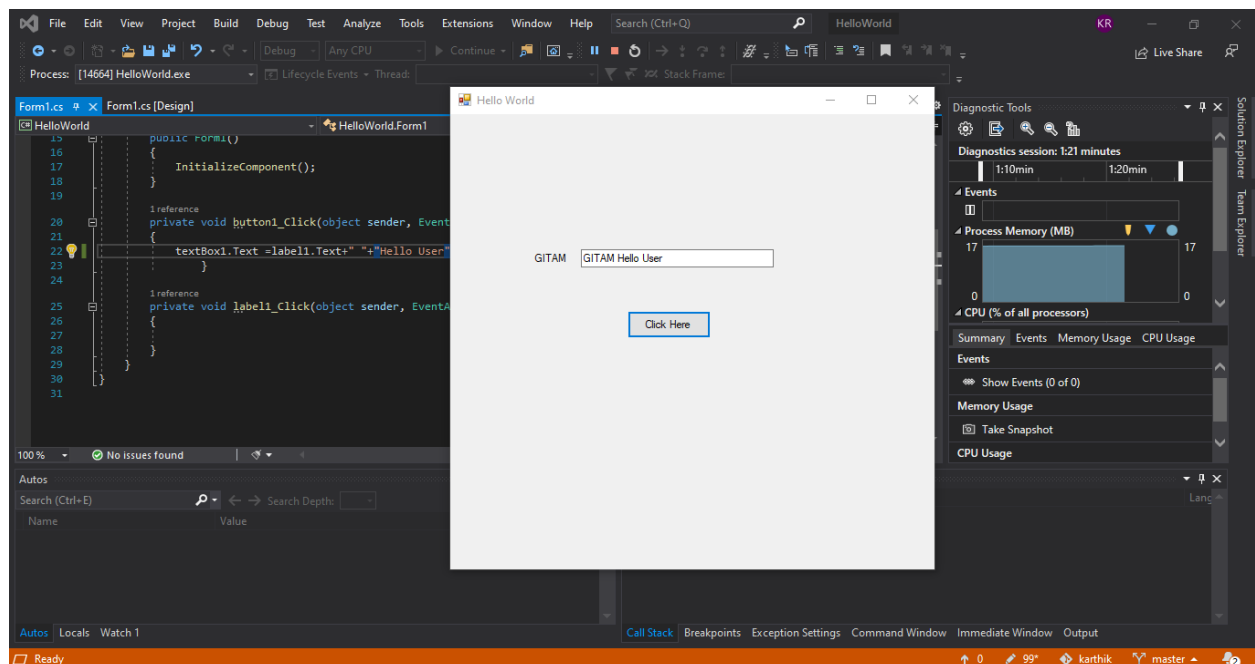
Task 2:

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

        private void button1_Click(object sender, EventArgs e)
        {
            textBox1.Text =label1.Text+" "+"Hello User";
                }

        private void label1_Click(object sender, EventArgs e)
        {

        }
    }
}
```
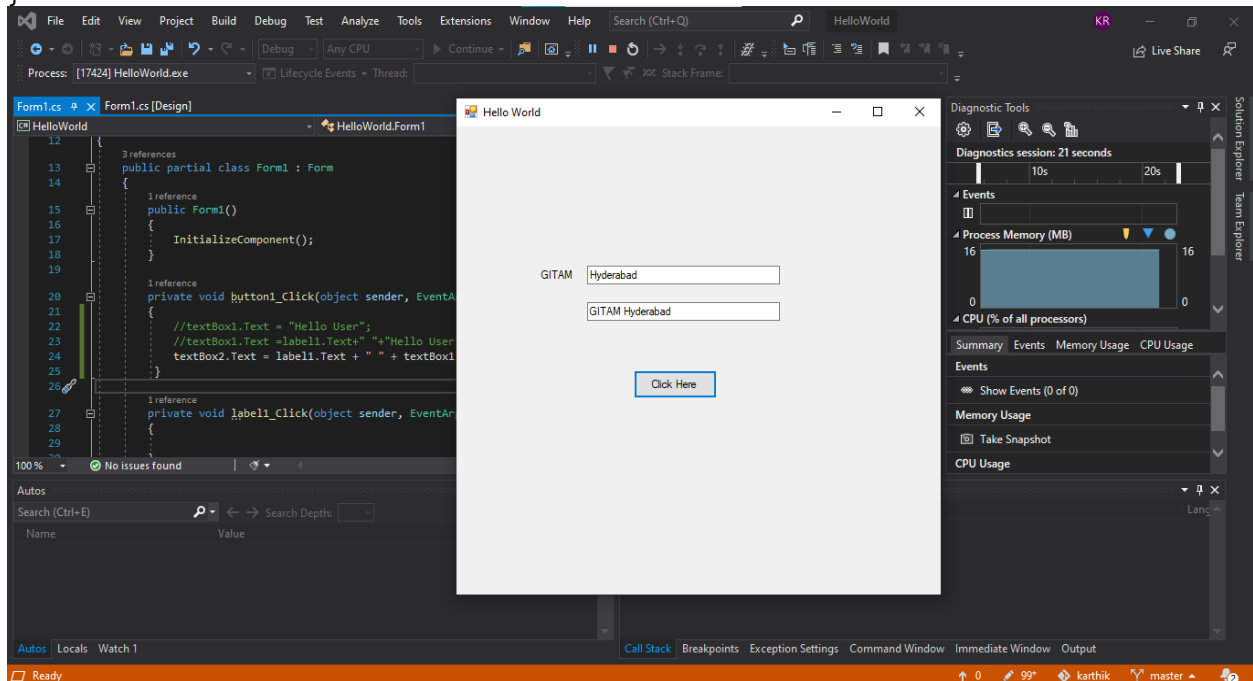
Task 3:

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

        private void button1_Click(object sender, EventArgs e)
        {
            //textBox1.Text = "Hello User";
            //textBox1.Text =label1.Text+" "+"Hello User";
            textBox2.Text = label1.Text + " " + textBox1.Text;
        }

        private void label1_Click(object sender, EventArgs e)
        {

        }
    }
}
```

Task 4:

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

        private void listBox1_SelectedIndexChanged(object sender, EventArgs e)
        {

        }

        private void button3_Click(object sender, EventArgs e)
        {
            int a, b, c;
            a = Convert.ToInt32(textBox1.Text);
            b = Convert.ToInt32(textBox2.Text);
            c = a * b;
            textBox3.Text = c.ToString();
        }

        private void button5_Click(object sender, EventArgs e)
        {
            textBox1.Text = " ";
            textBox2.Text = " ";
            textBox3.Text = " ";
        }

        private void button1_Click(object sender, EventArgs e)
        {
            int a, b, c;
            a = Convert.ToInt32(textBox1.Text);
            b = Convert.ToInt32(textBox2.Text);
            c = a + b;
            textBox3.Text = c.ToString();
        }

        private void button2_Click(object sender, EventArgs e)
        {
            int a, b, c;
            a = Convert.ToInt32(textBox1.Text);
            b = Convert.ToInt32(textBox2.Text);
            c = a - b;
```

```csharp
        textBox3.Text = c.ToString();
    }

    private void button4_Click(object sender, EventArgs e)
    {
        int a, b, c;
        a = Convert.ToInt32(textBox1.Text);
        b = Convert.ToInt32(textBox2.Text);
        if (b > 0) {
            c = a / b;
            textBox3.Text = c.ToString();
        }
        else
        {
            textBox3.Text = "Division not possible";
        }
    }

    private void textBox1_TextChanged(object sender, EventArgs e)
    {

    }

    private void Form1_Load(object sender, EventArgs e)
    {

    }
}
}
```