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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 tex.lab
{
public partial class Form1 : Form
{
public Form1()
{
InitializeComponent();
}

private void button1\_Click(object sender, EventArgs e)
{
Text = "";
int num1 = int.Parse(textBox1.Text);
int num2 = int.Parse(textBox2.Text);

int suma = num1 + num2;

Text = suma.ToString();

int resta = num1 - num2;

Text = resta.ToString();

}

private void Form1\_Load(object sender, EventArgs e)
{
string suma = "";
string resta = "";

Text = "";
if (radioButton1.Checked)
{
suma = radioButton1.Text;

}

if (radioButton2.Checked)
{
resta = radioButton2.Text;

}

Text = "";

}
} }