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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 week6
{
    public partial class Form1:Form
    {
        public Form1()
        {
            InitializeComponent();

            private void textBox1_TextChanged(object sender, EventArgs e)
            {

            }

            private void textBox2_TextChanged(object sender, EventArgs e)
            {

            }

            private void Form1_Load(object sender, EventArgs e)
            {

            }

            private void button1_Click(object sender, EventArgs e)
            {
                int num1;
                int num2;
                int num3;

                num1 =Convert.ToInt32(textBox1.Text);
                num2 =Convert.ToInt32(textBox2.Text);
                num3 = num1 + num2;

                textBox3.Text = num3.ToString();

                if(num3 >= 50)
                {
                    textBox4.Text = "ผ่าน";
                }
                else
                {

```

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    }  
    }  
    }  
    textBox4.Text = "ไม่ผ่าน";  
}
```