

```

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

            private void textBox3_TextChanged(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
                {
                    textBox4.Text = "ไม่ผ่าน";
                }
            }
        }
    }
}

```