



```
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 สัปดาห์ที่6_เบสิกสิค
```

```
{
```

```
    public partial class Form1 : Form
```

```
    {
```

```
        public Form1()
```

```
        {
```

```
            InitializeComponent();
```

```
        }
```

```
        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";
```

```
}
```

```
}
```

```
}
```

```
}
```