



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

        private void btCalGrade_Click(object sender,
EventArgs e)
        {
            //-----
```

```
int Score1, Score2, totalScore;
Score1 = 0;
Score2 = 0;
if(txtMid.Text != "") {
    Score1 = Convert.ToInt32(txtMid.Text);
}

if(txtFinal.Text != "") {
    Score2 = Convert.ToInt32(txtFinal.Text);
}

totalScore = Score1 + Score2;
txtTotal.Text = totalScore.ToString();

if(totalScore >= 80) {
    txtGrade.Text = "A";
}
else if(totalScore >= 70) {
    txtGrade.Text = "B";
}
else if(totalScore >= 60) {
    txtGrade.Text = "C";
}
else if(totalScore >= 50) {
    txtGrade.Text = "D";
}
else
```

```
        txtGrade.Text = "E";  
    }  
  
//-----  
}  
}  
}
```