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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 week7
{
    public partial class Form1:Form
    {
        public Form1()
        {
            InitializeComponent();

            private void btcal_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";
                }
                elseif(totalScore >=70)
                {
                    txtgrade.Text ="B";
                }
                elseif(totalScore >=60)
                {
                    txtgrade.Text ="C";
                }
                elseif(totalScore >=50)
                {
                    txtgrade.Text ="D";
                }
            }
        }
    }
}

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        else
        {
            txtgrade.Text = "E";
        }
    }
}
//-----
```