

```
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 WindowsFormsApplication1
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void textBox1_TextChanged(object sender, EventArgs e)
        {

        }

        private void bt_CalGrade_Click(object sender, EventArgs e)
        {
            //-----
            int Score1, Score2, TotalScore;
            Score1 = 0;
            Score2 = 0;
            if (txt_mid.Text != "")
            {
                Score1 = Convert.ToInt32(txt_mid.Text);
            }
            if (txt_final.Text != "")
            {
                Score2 = Convert.ToInt32(txt_final.Text);
            }

            TotalScore = Score1 + Score2;
            txt_total.Text = TotalScore.ToString();
            if (TotalScore >= 80)
            {
                textBox4.Text = "A";
            }
            else if (TotalScore >= 70)
            {
                textBox4.Text = "B";
            }
            else if (TotalScore >= 60)
            {
                textBox4.Text = "C";
            }
            else if (TotalScore >= 50)
            {
                textBox4.Text = "D";
            }
            else
        }
    }
}
```

```
        {
            bt_CalGrade.Text = "E";
        }
    }
}
```

