```csharp
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 button1_Click(object sender, EventArgs e)
        {
            //----------------------------------------
            int Score1, Score2, TotalScore;
            Score1 = 0;
            Score2 = 0;
            if (txtMid.Text != "")
            {
                Score1 = Convert.ToInt32(txtMid.Text);
            }
            if (txtFinal.Text != "")
            {
```

```csharp
                    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";
            }


    //----------------------------------------
        }
      }
}
```