



```
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 accept_3_sub_marks_and_dis_total_per_grade
```

```
{
```

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

    private void label1_Click(object sender, EventArgs e)
    {

    }

    private void label2_Click(object sender, EventArgs e)
    {

    }

    private void label3_Click(object sender, EventArgs e)
    {

    }

    private void label4_Click(object sender, EventArgs e)
    {

    }
}
```

```

private void label5_Click(object sender, EventArgs e)
{

}

private void label6_Click(object sender, EventArgs e)
{

}

private void button1_Click(object sender, EventArgs e)
{
    int s1 = Convert.ToInt32(textBox1.Text);
    int s2 = Convert.ToInt32(textBox2.Text);
    int s3 = Convert.ToInt32(textBox3.Text);
    int total = s1 + s2 + s3;
    label4.Text = "tatal:" + total;
    float per = (total / 300.0f) * 100.0f;
    label5.Text = "percentage:" + per;
    if(per>=75)
    {
        label6.Text = "grade:distinction";
    }
    else if(per>=60 && per<75)
    {
        label6.Text = "grade:first";
    }
}

```

```
        else
        {
            label6.Text = "grade:fail";
        }
    }
}
}
```