

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";

}

}

}

}