

```

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


        private void label4_Click(object sender, EventArgs e)
        {

        }


        private void Form1_Load(object sender, EventArgs e)
        {

        }
    }
}

```

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private void label5_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 = "Total : " + total;

    float per = (total / 300.0f) * 100.0f;
    label5.Text = "Percentage :" + per;

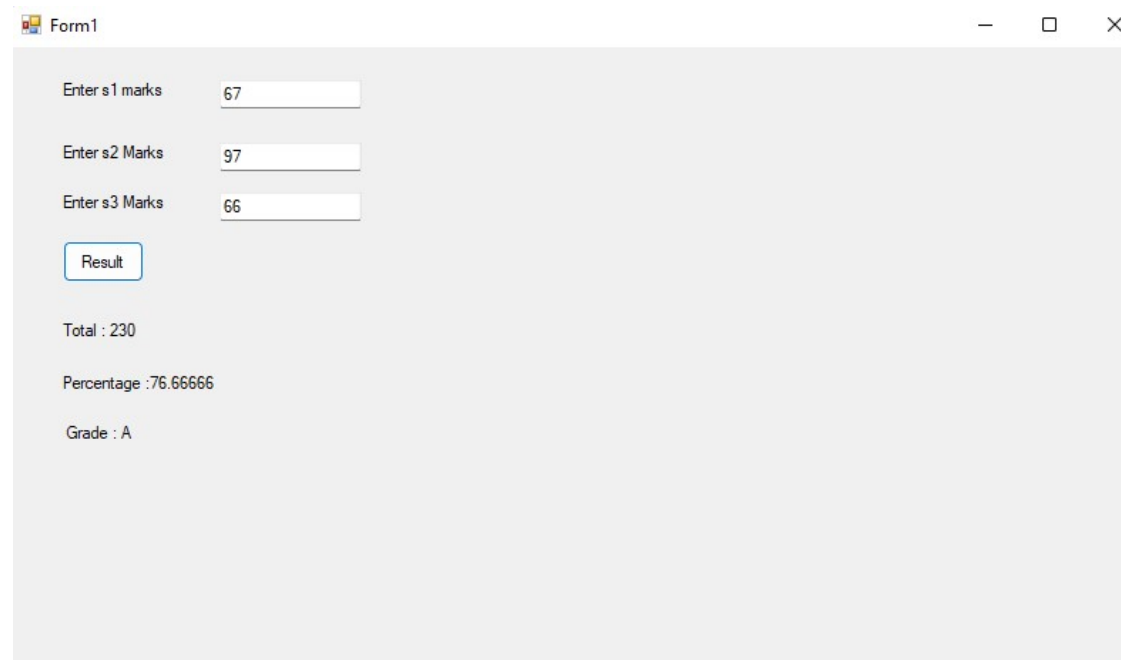
    if (per >= 75)
    {
        label6.Text = " Grade : A";
    }
    else if (per >= 60)
    {
        label6.Text = "Grade : B";
    }
    else if (per >= 45)
    {
        label6.Text = " Grade : C";
    }
}

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        else
        {
            label6.Text = " Fail !!";
        }

    }

}
```



The screenshot shows a Windows application window titled "Form1". Inside the window, there are three text input fields with labels "Enter s1 marks", "Enter s2 Marks", and "Enter s3 Marks". The values entered in these fields are 67, 97, and 66 respectively. Below these fields is a button labeled "Result". Under the button, the application displays the calculated results: "Total : 230", "Percentage : 76.66666", and "Grade : A".

Field	Value
Enter s1 marks	67
Enter s2 Marks	97
Enter s3 Marks	66
Total	230
Percentage	76.66666
Grade	A