Simple IF practical

In this program, you insert a text box and rename it as txtNum and a button and rename it as OK. you write the code so that when the user runs the program and enter a number that is greater than 100, he or she will see the "You win a lucky prize" message. On the other hand, if the number entered is less than or equal to 100 but greater than 50 , the user will see " try again" otherwise if the number is lessthan 50 the messege will be "Sorry no Lucky Price"

The user interface must be like the below: