uint[] marks = new uint[6] { 0, 0, 0, 0, 0, 0 };

float[] grades = new float[6] { 0, 0, 0, 0, 0, 0 };

float totalGrades = 0.0f;

uint crHour = 0;

if( uint.TryParse(textBkox1.Text, out marks[0]) && uint.TryParse(textBox2.Text, out marks[1]) && uint.TryParse(textBox3.Text, out marks[2]) && uint.TryParse(textBox4.Text, out marks[3]) && uint.TryParse(textBox5.Text, out marks[4]) && uint.TryParse(textBox6.Text, out marks[5]))

{

for (int i = 1; i < 7; i++)

{

string textBoxName = "textBox" + i;

string comboBoxName = "comboBox" + i;

string checkBoxName = "checkBox" + i;

if ( RangeCheck(marks[i - 1]) )

{

TextBox textBox = (TextBox)this.Controls.Find(textBoxName, true).FirstOrDefault();

ComboBox comboBox = (ComboBox)this.Controls.Find(comboBoxName, true).FirstOrDefault();

CheckBox checkBox = (CheckBox)this.Controls.Find(checkBoxName, true).FirstOrDefault();

if (textBox != null && comboBox != null && checkBox != null)

{

if (!checkBox.Checked)

{

if(comboBox.SelectedItem != null)

{

if (marks[i - 1] <= 100 && marks[i - 1] >= 80)

{

grades[i - 1] = 4.0f;

}

else if (marks[i - 1] <= 79 && marks[i - 1] >= 70)

{

float temp = marks[i - 1] % 10;

grades[i - 1] = 3.0f + (temp / 10.0f);

}

else if (marks[i - 1] <= 69 && marks[i - 1] >= 60)

{

float temp = marks[i - 1] % 10;

grades[i - 1] = 2.0f + (temp / 10.0f);

}

else if (marks[i - 1] <= 59 && marks[i - 1] >= 50)

{

float temp = marks[i - 1] % 10;

grades[i - 1] = 1.0f + (temp / 10.0f);

}

else

{

grades[i - 1] = 0;

}

crHour += uint.Parse(comboBox.SelectedItem.ToString());

totalGrades += grades[i - 1] \* uint.Parse(comboBox.Text);

}

else

{

label10.Text = "0.0";

MessageBox.Show("You Must Select Credit Hours");

break;

}

}

else

{

continue;

}

}

else

{

break;

}

}

else

{

label10.Text = "0.0";

MessageBox.Show("Please Enter Number From 0 - 100 Only!");

break;

}

}

totalGrades /= crHour;

if(float.IsNaN(totalGrades))

{

label10.Text = "0.0";

}

else

{

label10.Text = totalGrades.ToString("0.####");

}

}

else if( textBox1.Text == "" || textBox2.Text == "" || textBox3.Text == "" || textBox4.Text == "" || textBox5.Text == "" || textBox6.Text == "")

{

label10.Text = "0.0";

MessageBox.Show("Fields Shouldn't be Left Empty!");

}

else

{

label10.Text = "0.0";

MessageBox.Show("Enter Positive Integers Only!");

}