Implemented Components

1. **Form Setup**:
    a. Created a new Windows Forms project named **StudentRegistrationForm** with the title **"Student Registration"**.
2. **GUI Components**:
    a. **Labels**: Described each input field for user clarity.
    b. **Text Boxes**:
        i. **First Name** and **Last Name** for user's name.
        ii. **Student ID** restricted to numeric-only.
    c. **Radio Buttons**: Gender selection (Male, Female).
    d. **Check Boxes**: Areas of interest (Science, Math, Literature).
    e. **Date Picker**: For Date of Birth selection.
    f. **Combo Box**: Grade selection (Freshman, Sophomore, Junior, Senior).
    g. **Buttons**:
        i. **Submit Button**: Submits and validates the form.
        ii. **Clear Button**: Clears all form fields.
    h. **Summary Display**: Multiline text box for showing a summary after submission.
3. **Event Handling**:
    a. **Submit Button (OnClick)**:
        i. Validates required fields, displaying an error if any are incomplete.
        ii. Displays a summary in the summary text box with:
            1. Full Name (First and Last)
            2. Student ID
            3. Gender
            4. Date of Birth
            5. Selected Interests
            6. Grade Level
    b. **Clear Button (OnClick)**:
        i. Resets fields to default (clear text boxes, reset radio buttons and checkboxes, etc.).
4. **Form Validation**:
    a. **Student ID**: Accepts only numeric input.
    b. **First Name** and **Last Name**: Must not be empty.
    c. **Interests**: At least one checkbox must be selected.
    d. Displays appropriate error messages if validation criteria are not met.

Conclusion

This assignment demonstrated the fundamentals of GUI design and event handling in C#. Implementing validation and feedback mechanisms created a user-friendly form, reinforcing essential skills for interactive C# applications.