

The Code that I created.

```
private void btnregister_Click(object sender, EventArgs e)
{
    string sname;
    int imatchesplayed;
    int ivictories;
    double dwinratio;

    sname = txtname.Text;
    imatchesplayed = Convert.ToInt32(txtmatchesplayed.Text);
    ivictories = Convert.ToInt32(txtvictories.Text);
    if (imatchesplayed < ivictories)
    {
        MessageBox.Show("Error...Please review the data that you introduced. " +
            "it is impossible to have more victories than games played!");
    }

    dwinratio = (ivictories * 100) / imatchesplayed;

    txtwinratio.Text = Convert.ToString(dwinratio);

    lbldisplay.Text = "Name: " + txtname.Text + Environment.NewLine
        + "Date of Birth: " + date.Text + Environment.NewLine + "Gender: " +
        lblgenderchosen.Text + Environment.NewLine + "Game: " + comboBox1.Text +
        Environment.NewLine
        + "Win Rate: " + txtwinratio.Text + "%" + Environment.NewLine;

}

private void rdoMale_CheckedChanged(object sender, EventArgs e)
{
    lblgenderchosen.Text = rdoMale.Text;
}

private void rdoFemale_CheckedChanged(object sender, EventArgs e)
{
    lblgenderchosen.Text = rdoFemale.Text;
}

private void btnReset_Click(object sender, EventArgs e)
{

```

```

        txtname.Clear();
        comboBox1.Text = "";
        date.Text = "";
        rdoFemale.Checked = false;
        rdoMale.Checked = false;
        lblgenderchosen.Text = "";
        txtwinratio.Clear();
        txtvictories.Clear();
        txtmatchesplayed.Clear();
        lbldisplay.Text = "";
    }

    private void btnConfirm_Click(object sender, EventArgs e)
    {
        lstboxplayersenrolled.Items.Add("Name: " + txtname.Text +
            " " + "Game: " + comboBox1.Text);
        txtname.Text = lstboxplayersenrolled.Text;
    }

    private void btnremove_Click(object sender, EventArgs e)
    {
        lstboxplayersenrolled.Items.Remove(lstboxplayersenrolled.Text);
    }
}

```

All the code that appears on the Form1.cs page

```

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 eSports
{
    public partial class eSportsform : Form
    {
        public eSportsform()
        {
            InitializeComponent();

```

```

    }

    private void btnregister_Click(object sender, EventArgs e)
    {
        string sname;
        int imatchesplayed;
        int ivictories;
        double dwinratio;

        sname = txtname.Text;
        imatchesplayed = Convert.ToInt32(txtmatchesplayed.Text);
        ivictories = Convert.ToInt32(txtvictories.Text);
        if (imatchesplayed < ivictories)
        {
            MessageBox.Show("Error...Please review the data that you introduced. " +
                "it is impossible to have more victories than games played!");
        }

        dwinratio = (ivictories * 100) / imatchesplayed;

        txtwinratio.Text = Convert.ToString(dwinratio);

        lbldisplay.Text = "Name: " + txtname.Text + Environment.NewLine
            + "Date of Birth: " + date.Text + Environment.NewLine + "Gender: " +
            lblgenderchosen.Text + Environment.NewLine + "Game: " + comboBox1.Text +
            Environment.NewLine
            + "Win Rate: " + txtwinratio.Text + "%" + Environment.NewLine;

    }

    private void rdoMale_CheckedChanged(object sender, EventArgs e)
    {
        lblgenderchosen.Text = rdoMale.Text;
    }

    private void rdoFemale_CheckedChanged(object sender, EventArgs e)
    {
        lblgenderchosen.Text = rdoFemale.Text;
    }

    private void btnReset_Click(object sender, EventArgs e)
    {
        txtname.Clear();
    }

```

```

        comboBox1.Text = "";
        date.Text = "";
        rdoFemale.Checked = false;
        rdoMale.Checked = false;
        lblgenderchosen.Text = "";
        txtwinratio.Clear();
        txtvictories.Clear();
        txtmatchesplayed.Clear();
        lbldisplay.Text = "";
    }


    private void btnConfirm_Click(object sender, EventArgs e)
    {
        lstboxplayersenrolled.Items.Add("Name: " + txtname.Text +
            " " + "Game: " + comboBox1.Text);
        txtname.Text = lstboxplayersenrolled.Text;
    }

    private void btnremove_Click(object sender, EventArgs e)
    {
        lstboxplayersenrolled.Items.Remove(lstboxplayersenrolled.Text);
    }
}
}

```

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Screenshot of the Form 1

 Tournament Enrol Form

Name:

Date of Birth: ▾

Gender: ☐ Male

Gender: ☐ Female


Gender select:

Game: ▾

Number of Matches Played:

Number of Victories:

Win Ratio(%):



Table

Control	Name Property	Other properties	Settings
Form	eSportsform	Text	Tournament Enrol Form
Label	lblname	Text	Name:
Label	lblbirth	Text	Date of Birth:
Label	lblgender	Text	Gender:
Label	lblgenderselect	Text	Gender Select:
Label	lblgenderchosen	Text	<Blank>
		Auto Size	False
		Border	Fixed 3D
Label	lblgame	Text	Game:
Label	lblNmatchplayed	text	Number of Matches Played:
Label	lblvictories	Text	Number of Victories:
Label	lblwinratio	Text	Win Ratio(%):
Label	lbldisplay	Text	<blank>
		Auto Size	False
		Border	Fixed 3D
Label	lblpicture	Image	Display result
Button	btnReset	Text	Display result
Button	btnremove	Text	Display result
Button	btnregister	Text	Display result
Button	btnConfirm	Text	Display result
Textbox	Txtname	Text	<blank>
Textbox	Txtmatchesplayed	Text	<blank>
Textbox	Txtvictories	Text	<Blank>
Textbox	txtwinratio	Read only	True
Radio button	rdoMale	Text	Male
Radio button	rdoFemale	Text	Female
Date time picker	Date	Date	Date
Listbox	lstboxplayersenrolled	text	<blank>
comboBox	comboBox1	Text	League of Legends
			Counter Strike
			Global offensive
			Dota 2