

Breakdown of the Code:

1. Variable Declarations:

- `strStudentName`: Stores the name of the student as a string.
- `intAmountSubjects`: Stores the number of subjects the student is taking as an integer.
- `intAmountOwed`: Stores the total amount of money the student owes as an integer.

2. Exit Button (`btnExit`):

- When the user clicks the "Exit" button, the program will close.

3. Clear Button (`btnClear`):

- When the user clicks the "Clear" button, it clears the input fields (`txtAmount` and `txtStudentName`) and also clears the output label (`lblAnswer`), which shows the amount owed.

4. Calculate Button (`btnCalc`):

- When the user clicks the "Calculate" button, this code runs:

1. Get Inputs:

- The student's name is taken from `txtStudentName` and stored in `strStudentName`.
- The number of subjects is taken from `txtAmount`, converted to an integer, and stored in `intAmountSubjects`.

2. Calculate the Amount Owed:

- The code checks which academic level(s) the user has selected using checkboxes (`chkLevel2`, `chkLevel3`, and `chkLevel4`).
- If Level 2 is checked, the base fee is 2300, plus 50 per subject.
- If Level 3 is checked, the base fee is 2500, plus 55 per subject.
- If Level 4 is checked, the base fee is 2500, plus 60 per subject.

3. Compound If Statements:

- If both Level 2 and Level 3 are checked, the code adds an extra 20 to the total amount owed.
- If both Level 3 and Level 4 are checked, the code adds another 20 to the total amount owed.

4. Display the Result:

- The final amount owed by the student is displayed in the `lblAnswer` label, showing the student's name and the amount in a currency format.

Summary:

- The program calculates the total amount owed by a student based on their level and the number of subjects they are taking.
- The result is shown in a label after the user clicks the "Calculate" button.
- The "Clear" button resets the form, and the "Exit" button closes the application.