**Step 1: Define the Problem**

Begin by clearly defining the problem that your application aims to solve. In this case, the problem is managing a student club's membership list. Understand the requirements and what the application needs to achieve.

**Step 2: Design the User Interface**

Design the user interface of your application. Visualize how the application window should look and what elements it should contain:

* Create a Listbox to display general student names (e.g., "General Students List").
* Create another Listbox to show the club members (e.g., "Club Members List").
* Add an "Add" button for copying student names to the club list (e.g., "Add Student to Club").
* Include a "Remove" button for removing a student from the club list (e.g., "Remove Student from Club").
* Use a Label to display the current count of club members (e.g., "Club Member Count").

**Step 3: Create Pseudocode**

Write pseudocode to outline the logical steps your application will take to perform key functionalities without diving into code. For example:

* Initialize an empty list (clubMembers) to store club members.
* When the "Add" button is clicked:
* If a student is selected in the "General Students List":
* Get the selected student's name.
* Check if the student is not already in clubMembers.
* If not, add the student to clubMembers.
* Update the "Club Members List" with clubMembers.
* Update the "Club Member Count" label with the new count.
* When the "Remove" button is clicked:
* If a club member is selected in the "Club Members List":
* Get the selected club member's name.
* Remove the club member from clubMembers.
* Update the "Club Members List" with clubMembers.
* Update the "Club Member Count" label with the new count.

**Step 4: Create the Visual Interface**

Use a development environment like Visual Studio to create the user interface as designed. Place the controls on the form, set their properties, and arrange them to match your vision from Step 2.

**Step 5: Implement the Code**

Write the actual code to implement the functionality of the "Add" and "Remove" buttons. Ensure you use the correct control names and follow the logic outlined in your pseudocode.

**Step 6: Test and Debug**

Test your application thoroughly. Add and remove students from the club, and ensure that the club member count updates correctly. If you encounter any issues or bugs, debug and fix them as necessary.

