**Visual BASIC Program Set**

**Program 1**

Create a form with a label which says “Fahrenheit” and a label which says “Celsius”. Beside each of those labels, create two other labels which represent a temperature in each of those units. Create a horizontal scroll bar which is tied to the Fahrenheit temperature label and is able to print a range from -459 to 212. As you scroll, the temperature changes and prints the proper conversion in Celsius.

**Program 2**

Create a form with four checkboxes with text “1”, “2”, “4”, and “8”. Create a label which prints a total of the numbers in the boxes checked. For example, if “1” and “8” were checked, the label would contain the number “9”. Be sure it works for multiple attempts of checking/unchecking numbers!

**Program 3**

Create a form which generates three random numbers ranging from 0 to 9 at the start of the program. Print these numbers into three separate labels. Create three NumericUpDowns which also range from 0 to 9. Like a combination lock, when you change the values on the UpDowns to match each label, the number in the UpDown turns green.

**Program 4**

Create a form with a label turned into a blue square 200x200 on the left edge of the form. On the right edge of your form, create an orange square 200x200. When you hit the right arrow key, the blue square moves right. When the blue square touches the orange square, reset the blue square back to the left of the form.

**Program 5**

Create a label with the number “0” as its text. Create a timer, enabled, with the interval set to 1000 (one second). Create five radio buttons, titled “rewind x 2”, “rewind”, “fast forward x 2”, “fast forward” and “pause”. When you click rewind, the label counts backwards by 1 with each second. When you click forward, the label counts forward by 1 with each second. When you click pause, the label pauses. When you click the x2 buttons, the label counts forward or backwards with each half-second.