```
C:\Users\aweso\Desktop\GITA 1\projects\Number_Array\Form1.cs
```

```
1
```

```
1 namespace Number_Array
 2 {
 3
        //Programmer: Aaron Yoon
 4
        //Project: Number Array
        //Date 5/1/23
 6
        public partial class Form1 : Form
 7
        {
 8
            int[] numberBank = new int[100];
 9
            System.Random r = new System.Random((int)
10
                                                                                   P
              System.DateTime.Now.Ticks);
11
            public Form1()
12
13
            {
                InitializeComponent();
14
15
                for(int i = 0; i < numberBank.Length; i++)</pre>
16
17
18
                    numberBank[i] = r.Next(0, 101);
19
                }
            }
20
21
22
            private void Form1_Load(object sender, EventArgs e)
23
24
25
            }
26
27
            private void btnAction_Click(object sender, EventArgs e)
28
29
                int odds = 0;
30
                int evens = 0;
31
                int total = 0;
32
                int bufferHigh = 0;
33
                int bufferLow = 100;
34
                for(int i = 0; i < numberBank.Length; i++)</pre>
35
36
                {
37
                    if (numberBank[i] > bufferHigh)
                         bufferHigh = numberBank[i];
38
39
                    if (numberBank[i] < bufferLow)</pre>
40
41
                         bufferLow = numberBank[i];
42
43
44
                    if (numberBank[i] % 2 == 0) //if number divided by 2 has no →
45
                       remainder count it as an even number
46
                         evens++;
47
                    else //if the number divided by 2 has a remainder of not 0 >
```

```
then count it as an even number
48
                        odds++;
49
50
                    total += i;
                }
51
52
53
                MessageBox.Show(
54
                    "Odds: " + odds.ToString() + "\n" +
                    "Evens: " + evens.ToString() + "\n" +
55
                    "Average: " + (total / numberBank.Length).ToString() + "\n" >
56
                    "Lowest: " + bufferLow.ToString() + "\n" +
57
58
                    "Highest: " + bufferHigh.ToString() + "\n"
59
                    );
            }
60
61
            private void btnRandom_Click(object sender, EventArgs e)
62
63
                for (int i = 0; i < numberBank.Length; i++)</pre>
64
65
66
                    numberBank[i] = r.Next(0, 101);
67
                }
68
            }
69
        }
70 }
```