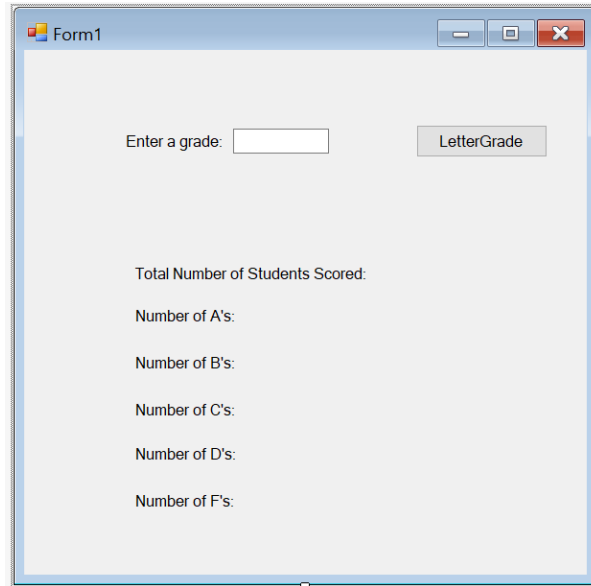


Letter Grade:

Design Window:



Code:

Public Class Form1

Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click

'Part1: Declare input as variable

Dim score As Integer = Val(txtScore.Text)

'Part 2: Create Counter

Static num_Total As Integer = 0

'Part 3: Create Counter for each Letter grade

Static num_A As Integer = 0

Static num_B As Integer = 0

Static num_C As Integer = 0

Static num_D As Integer = 0

Static num_F As Integer = 0

Static average As Double = 0

'Part 1: Check for Valid Entry

If score < 0 Or score > 100 Then

 MessageBox.Show("Enter a score between 0 and 100")

 txtScore.Text = Nothing

 lblGrade.Text = Nothing

End If

'Part 1: Determine Letter Grade

'Part 3: In each conditional also iterate the counter for the specific letter grade and display the updated count

If score >= 90 Then

 lblGrade.Text = "A"

 num_A += 1

 lblA.Text = "Number of A's: " & num_A

```
ElseIf score >= 80 Then
    lblGrade.Text = "B"
    num_B += 1
    lblB.Text = "Number of B's: " & num_B
ElseIf score >= 70 Then
    lblGrade.Text = "C"
    num_C += 1
    lblC.Text = "Number of C's: " & num_C
ElseIf score >= 60 Then
    lblGrade.Text = "D"
    num_D += 1
    lblD.Text = "Number of D's: " & num_D
Else
    lblGrade.Text = "F"
    num_F += 1
    lblF.Text = "Number of F's: " & num_F
End If
```

```
'Part 2: Counter and display of counter
num_Total += 1
lblTotal.Text = "Total number of Students Graded: " & num_Total
```

```
'Bonus: Calculate and display the average
average = ((num_Total - 1) * average + score) / num_Total
lblAverage.Text = "The average score: " & average
```

```
End Sub
End Class
```