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//CIS199-01
//Program 2
//9 March 2015
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;
namespace Program2._1
   public partial class regForm : Form
        public regForm()
            InitializeComponent();
        }
        private void enterButton_Click(object sender, EventArgs e)
            //Declare the string from the text box and the char from the string
            char letter;
            string lastName;
            const string DAY1 = "Wednesday, April 1";
            const string DAY2 = "Thursday, April 2";
            const string DAY3 = "Friday, April 3";
            const string DAY4 = "Monday, April 6";
            const string DAY5 = "Tuesday, April 7";
            const string DAY6 = "Wednesday, April 8";
            const string TIME1 = "8:30 A.M.";
            const string TIME2 = "10:00 A.M.";
            const string TIME3 = "11:30 A.M.";
            const string TIME4 = "2:00 P.M.";
            const string TIME5 = "4:00 P.M.";
            //Get the first letter of the last name
            lastName = lastNameTextbox.Text;
            lastName = lastName.ToUpper(); // Uppercase as a string method
            letter = lastName[0];
            //Have cursor show up in textbox
            lastNameTextbox.Focus();
            if (char.IsLetter(letter)) //exception that it must be a letter not a
number.
            {
                if (seniorRadioButton.Checked || juniorRadioButton.Checked) //if the
senior or junior class is chosen
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//if else statement to determine which day & time they are able to
register based on the letter of their last name
                     if (letter >= 'T' && letter <= 'Z')</pre>
                         outputLabel1.Text = TIME1;
                     else if (letter >= 'A' && letter <= 'D')</pre>
                         outputLabel1.Text = TIME2;
                     else if (letter >= 'E' && letter <= 'I')</pre>
                         outputLabel1.Text = TIME3;
                     else if (letter >= 'J' && letter <= '0')</pre>
                         outputLabel1.Text = TIME4;
                     else
                         outputLabel1.Text = TIME5; ;
                 }
                 //the date available for the senior radio butto
                 if (seniorRadioButton.Checked)
                     outputLabel2.Text = DAY1;
                 }
                 //the date available for the senior radio butto
                 if (juniorRadioButton.Checked)
                 {
                     outputLabel2.Text = DAY2;
                 }
                 //if the sophomore or freshman classes are chosen
                 if (sophRadioButton.Checked || froshRadioButton.Checked)
                     if (letter >= 'T' && letter <= 'V')</pre>
                     {
                         outputLabel1.Text = TIME1;
                     else if (letter >= 'W' && letter <= 'Z')</pre>
                         outputLabel1.Text = TIME2;
                     else if (letter >= 'A' && letter <= 'B')</pre>
                         outputLabel1.Text = TIME3;
                     else if (letter >= 'C' && letter <= 'D')</pre>
                         outputLabel1.Text = TIME4;
                     else if (letter >= 'E' && letter <= 'F')</pre>
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{
                         outputLabel1.Text = TIME5;
                     else if (letter >= 'G' && letter <= 'I')</pre>
                         outputLabel1.Text = TIME1;
                     else if (letter >= 'J' && letter <= 'L')</pre>
                         outputLabel1.Text = TIME2;
                     else if (letter >= 'M' && letter <= '0')</pre>
                         outputLabel1.Text = TIME3;
                     else if (letter >= 'P' && letter <= 'Q')</pre>
                     {
                         outputLabel1.Text = TIME4;
                     }
                     else
                     {
                         outputLabel1.Text = TIME5;
            //the date available for the senior radio butto
            if (froshRadioButton.Checked && (letter >= 'G' && letter <= 'S'))</pre>
            {
                 outputLabel2.Text = DAY6;
            //the date available for the senior radio butto
            if (froshRadioButton.Checked && (letter >= 'A' && letter <= 'F') && (letter</pre>
>= 'T' && letter <= 'Z'))
            {
                 outputLabel2.Text = DAY5;
            }
            //shows which day based on radio button selected
            if (sophRadioButton.Checked && (letter >= 'A' && letter <= 'F'))</pre>
            {
                 outputLabel2.Text = DAY3;
            }
            //shows which day based on radio button selected
            if (sophRadioButton.Checked && (letter >= 'G' && letter <= 'S'))</pre>
            {
                 outputLabel2.Text = DAY4;
            }
            else if (sophRadioButton.Checked && (letter >= 'T' && letter <= 'Z'))</pre>
                 outputLabel2.Text = DAY3;
            }
        }
    }
```

