



```
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;
```

```
/*
          BMI Calculator
```

The user will see a windows application form and be asked to input their height and weight.

Once they input their height and weight, the "Compute BMI" button does the following:

```
If user gives appropriate height and weight measurements
    print BMI
else
    print "Error"
```

more detail:

Your Height: _____
(feet) (inches)

Your weight: _____
(pounds)

[Compute BMI]

Your BMI

```
*/
```

```
namespace WindowsFormsApp2
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void textBox4_TextChanged(object sender, EventArgs e)
        {

        }

        private void Form1_Load(object sender, EventArgs e)
        {

        }

        private void button1_Click(object sender, EventArgs e)
        {

            double weight, bmi, heightF, heightI, total_inches, val;

            bool weightCheck = double.TryParse(textBox3.Text,out val);
            bool inchCheck = double.TryParse(textBox2.Text, out val);
            bool feetCheck = double.TryParse(textBox1.Text, out val);

            if (weightCheck && inchCheck && feetCheck)
            {

            }
            heightF = Convert.ToDouble(textBox1.Text);
            heightI = Convert.ToDouble(textBox2.Text);
            weight = Convert.ToDouble(textBox3.Text);

            total_inches = heightF * 12 + heightI;

            if ((0 <= heightF)&&(heightF <= 12)&&((0 <= heightI)&&(heightI <= 12))&&(weight>0)){
                bmi = (weight / Math.Pow(total_inches, 2)) * 703;
                bmi = Math.Round(bmi, 1);
                string bmiout = Convert.ToString(bmi);
                textBox4.Text = bmiout;

            }
            else
            {
                textBox4.Text = "ERROR!";
            }
        }
    }
}
```