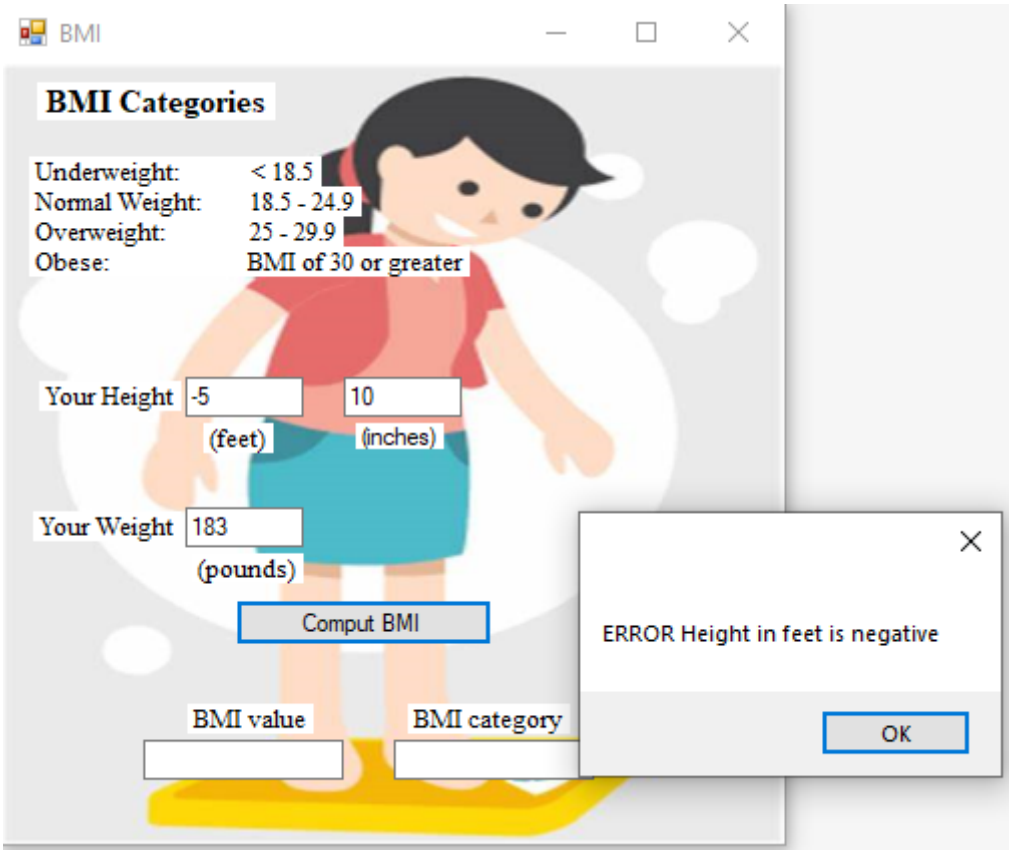
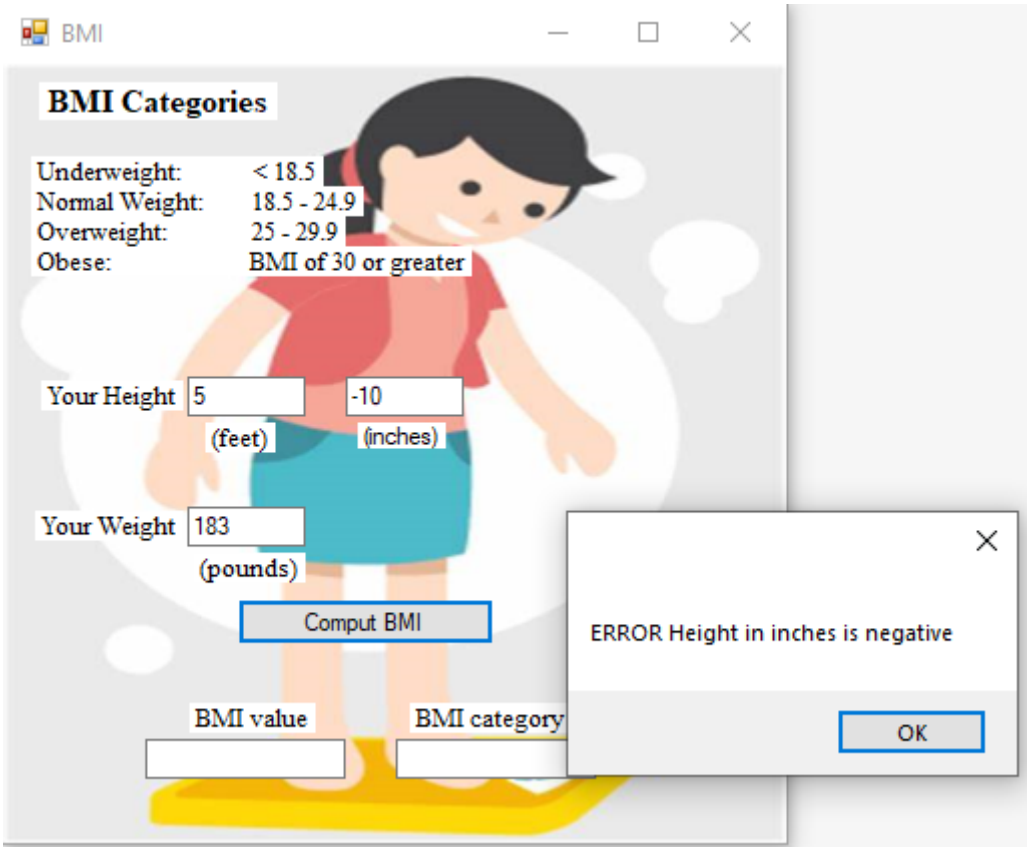
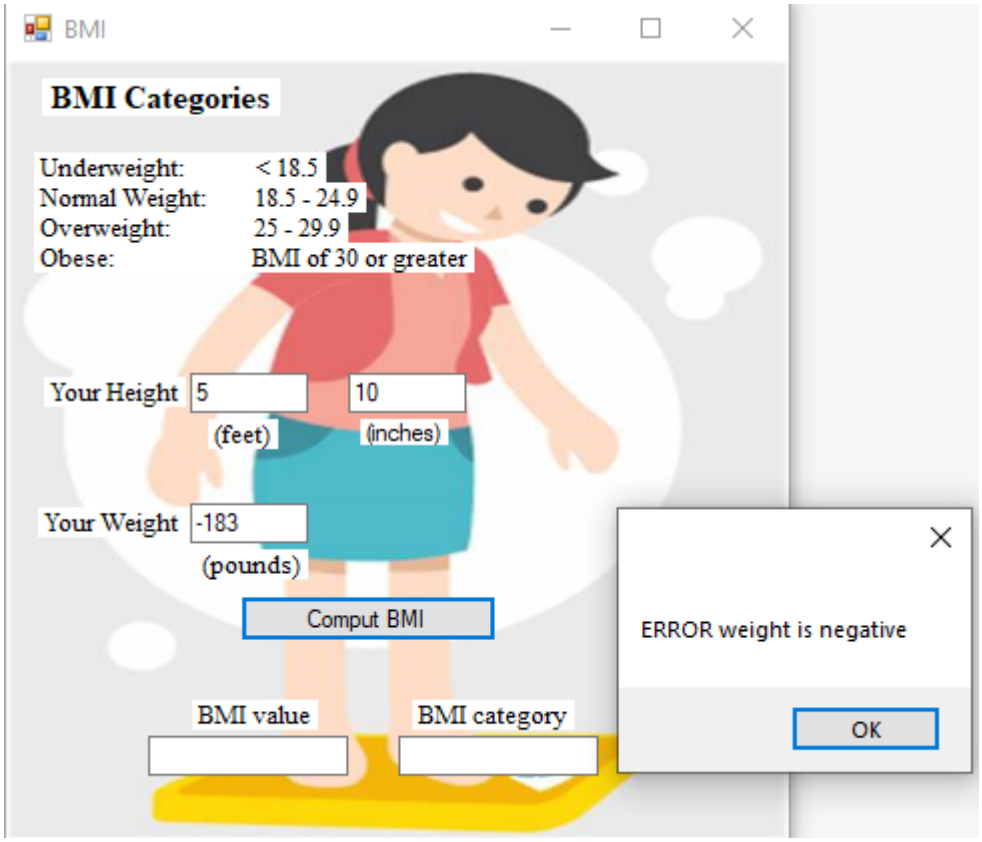
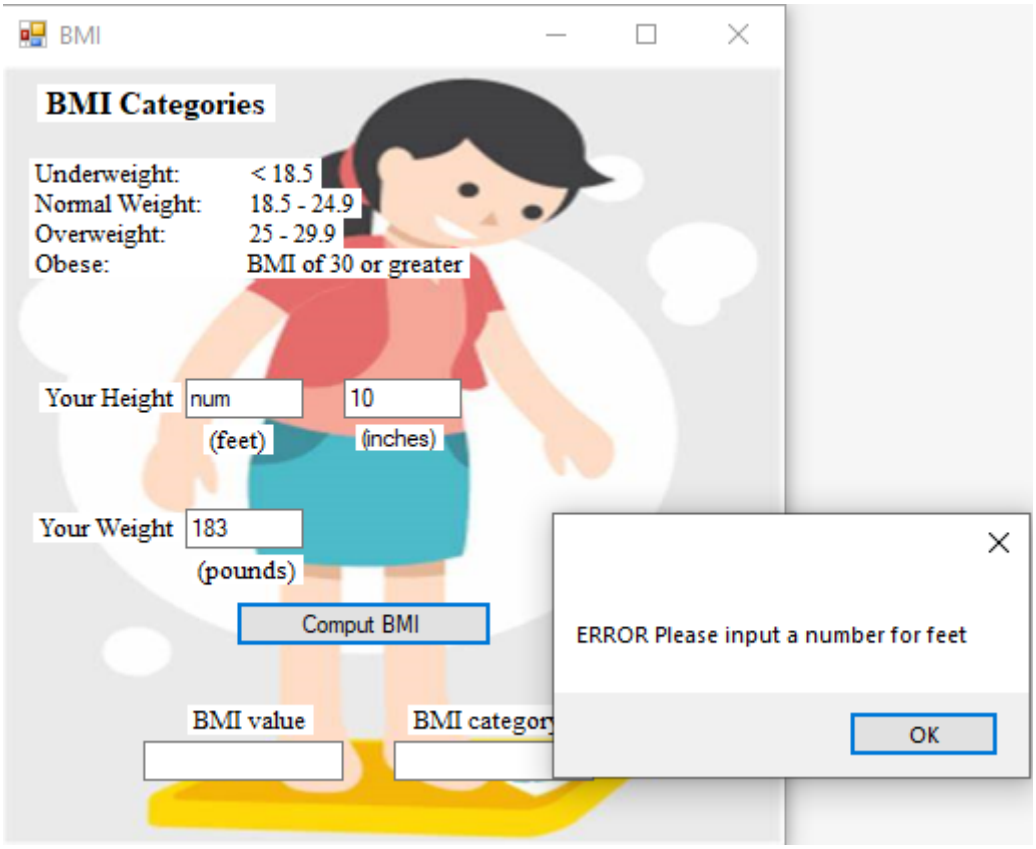
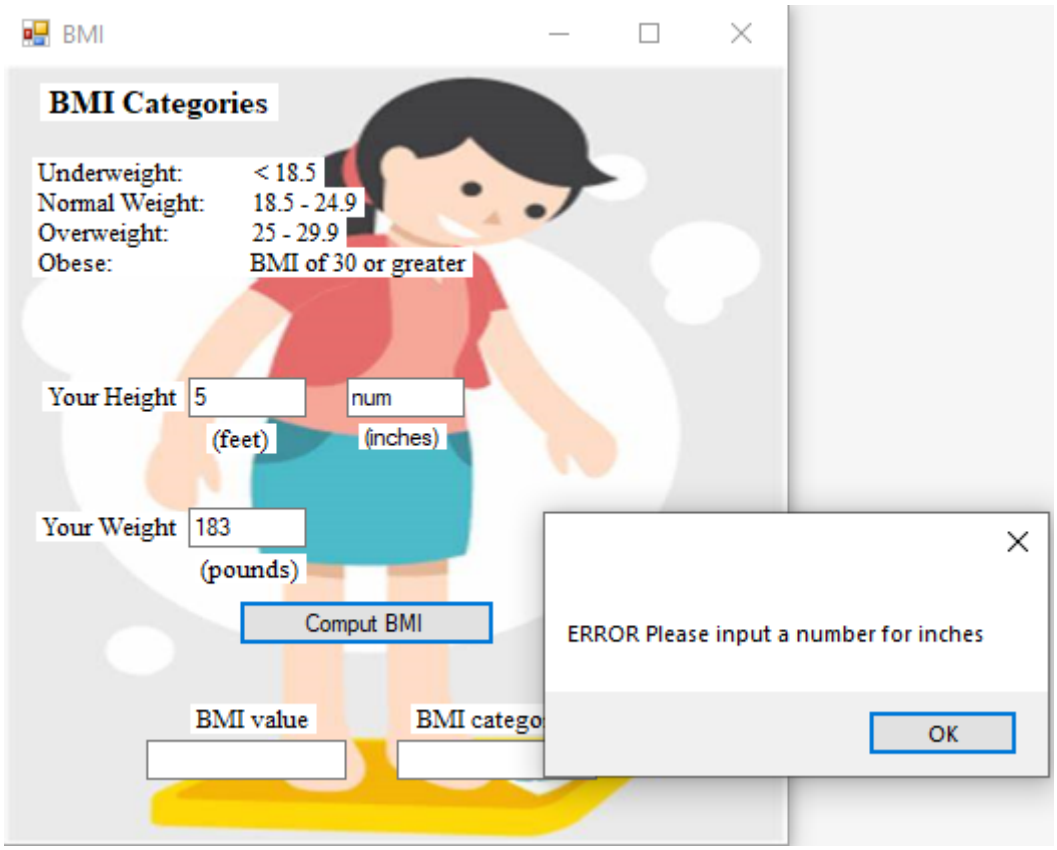
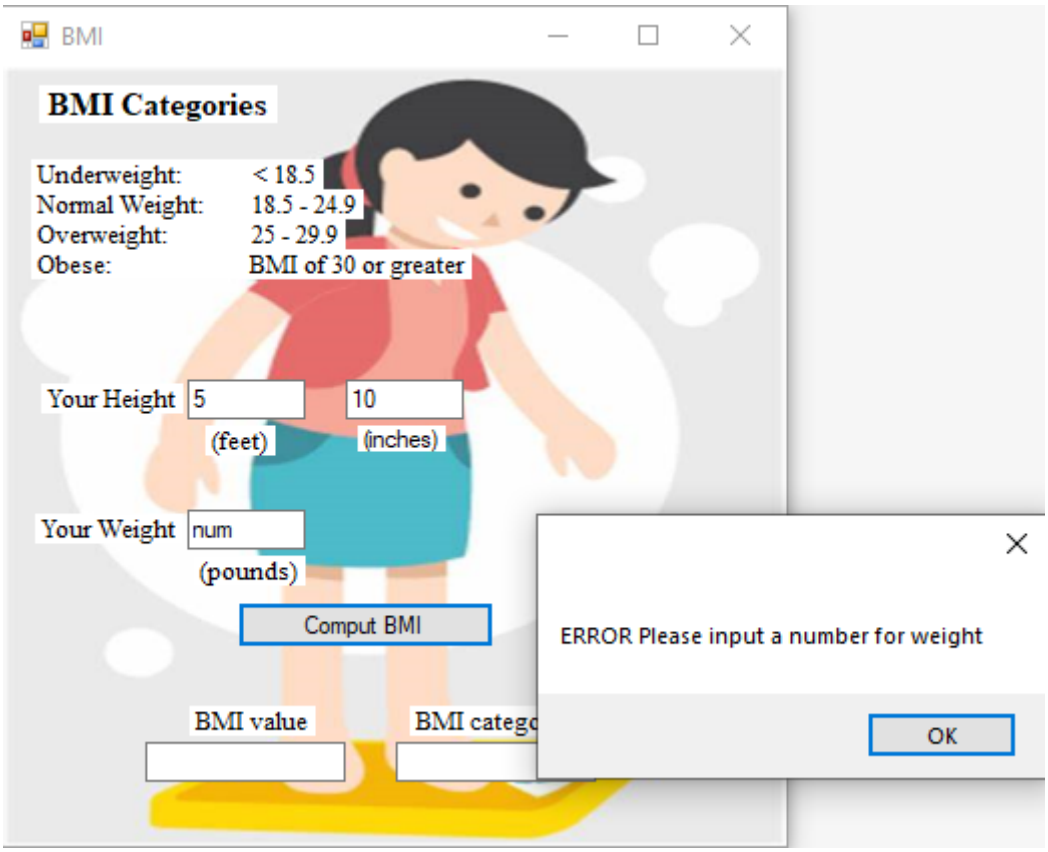

BMI
BMI Categories
Underweight: < 18.5
Normal Weight: 18.5 - 24.9
Overweight: 25 - 29.9
Obese: BMI of 30 or greater
Your Height -5 10
(feet) (inches)
Your Weight 183
(pounds)
Comput BMI
BMI value
BMI category
ERROR Height in feet is negative
OK

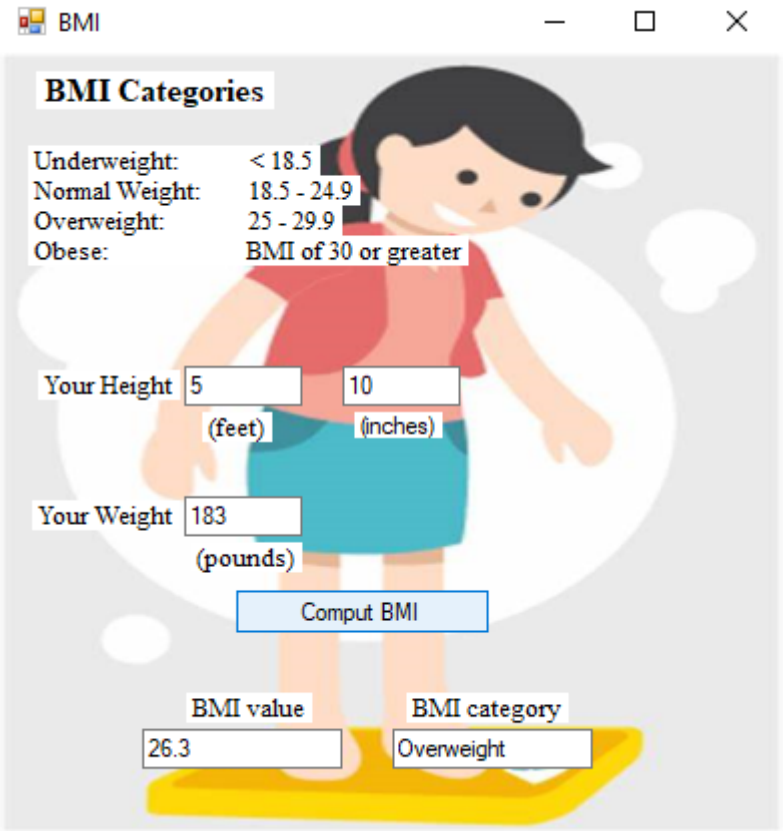

BMI
BMI Categories
Underweight: < 18.5
Normal Weight: 18.5 - 24.9
Overweight: 25 - 29.9
Obese: BMI of 30 or greater
Your Height 5 -10
(feet) (inches)
Your Weight 183
(pounds)
Comput BMI
BMI value
BMI category
ERROR Height in inches is negative
OK


BMI
BMI Categories
Underweight: < 18.5
Normal Weight: 18.5 - 24.9
Overweight: 25 - 29.9
Obese: BMI of 30 or greater
Your Height 5 10
(feet) (inches)
Your Weight -183
(pounds)
Comput BMI
BMI value
BMI category
ERROR weight is negative
OK


BMI
BMI Categories
Underweight: < 18.5
Normal Weight: 18.5 - 24.9
Overweight: 25 - 29.9
Obese: BMI of 30 or greater
Your Height num 10
(feet) (inches)
Your Weight 183
(pounds)
Comput BMI
BMI value
BMI categor
ERROR Please input a number for feet
OK


BMI
BMI Categories
Underweight: < 18.5
Normal Weight: 18.5 - 24.9
Overweight: 25 - 29.9
Obese: BMI of 30 or greater
Your Height 5 num
(feet) (inches)
Your Weight 183
(pounds)
Comput BMI
BMI value
BMI catego
ERROR Please input a number for inches
OK


BMI
BMI Categories
Underweight: < 18.5
Normal Weight: 18.5 - 24.9
Overweight: 25 - 29.9
Obese: BMI of 30 or greater
Your Height 5 10
(feet) (inches)
Your Weight num
(pounds)
Comput BMI
BMI value
BMI catego
ERROR Please input a number for weight
OK




```
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:
```

```
                    BMI Categories
                    Underweight: < 18.5
                    Normal Weight: 18.5 - 24.9
                    Overweight: 25 - 29.9
                    Obese: BMI of 30 or greater

                                Your Height:_____ ________
                                        (feet) (inches)
                                Your weight:________
                                        (pounds)
                                        [Compute BMI]
                                    Your BMI   BMI Category
                                    ________   __________
*/
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)
        {

        }

        // Textbox 1 is height in feet
        // Textbox 2 is height in inches
        // Textbox 3 is the weight in lbs
        // Textbox 4 is the BMI result
        // Textbox 5 is the BMI category.
```

```
private void button1_Click(object sender, EventArgs e)
{

    double weight, bmi, heightF, heightI, total_inches;
    string category = "";

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

    if (string.IsNullOrEmpty(textBox1.Text))
    {
        MessageBox.Show("Please input a number for feet");
    }
    else if (string.IsNullOrEmpty(textBox2.Text))
    {
        MessageBox.Show("Please input a number for inches");
    }
    else if (string.IsNullOrEmpty(textBox3.Text))
    {
        MessageBox.Show("Please input a number for weight");
    }
    else
    {
        if (weight < 0)
        {
            MessageBox.Show("ERROR weight is negative");
        }
        else if (heightI < 0)
        {
            MessageBox.Show("ERROR Height in inches is negative");
        }
        else if (heightF < 0)
        {
            MessageBox.Show("ERROR Height in feet is negative");
        }
        else
        {
            if (!inchCheck)
```

```
            {
                MessageBox.Show("ERROR Please input a number for inches");
            }
            else if (!feetCheck)
            {
                MessageBox.Show("ERROR Please input a number for feet");
            }
            else if (!weightCheck)
            {
                MessageBox.Show("ERROR Please input a number for weight");
            }
            else
            {
                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;

                    if (bmi < 18.5)
                    {
                        category = "Underweight";
                        textBox5.Text = category;
                    }
                    else if (bmi >= 18.5 && bmi < 25)
                    {
                        category = "Normal Weight";
                        textBox5.Text = category;
                    }
```

```
                    else if (bmi >= 25 && bmi < 30)
                    {
                        category = "Overweight";
                        textBox5.Text = category;
                    }
                    else if (bmi >= 30)
                    {
                        category = "Obese";
                        textBox5.Text = category;
                    }
                    else textBox5.Text = "ERROR!";

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