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**Lab 4 – IS 250**

In this lab 4, I learned to use double datatypes and lots of ‘if’ statements to check the condition is true and execute the following statement. I used lot of if else statements. I also learned to clear the text fields and set to null. I got familiarized with using Radio Buttons which are used in most windows application. As well as, I got used to Check Boxes which can be used in many forms to get multiple data from the user.

**Program:**

1. Add Two Numbers:

static void Main(string[] args)

{

float number1, number2 = 0, addNum, subNum;

Console.WriteLine("Please input the two Numbers to add/subtract: ");

Console.Write("\nNumber 1: ");

number1 = float.Parse(Console.ReadLine());

Console.Write("\nNumber 2: ");

number2 = float.Parse(Console.ReadLine());

addNum = number1 + number2;

Console.WriteLine("\nAdding the Numbers = " + addNum);

subNum = number1 - number2;

if (subNum < 0)

Console.WriteLine("\nSorry, 1st Number must be greater.");

else {

Console.WriteLine("\nSubtracting the Numbers = "+ subNum);

}

Console.Write("\nPress any key to exit. ");

Console.ReadKey();

Environment.Exit(0);

}

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1. Grader:

static void Main(string[] args)

{

int numGrades;

int numToPercent;

Console.Write("Please Enter your Number Grade Out of 25: ");

numGrades = int.Parse(Console.ReadLine());

numToPercent = numGrades \* 4;

if (numToPercent >= 90 && numToPercent <= 100)

Console.WriteLine("\nCongrats! Your letter grade is 'A'. ");

else if (numToPercent >= 80 && numToPercent < 90)

Console.WriteLine("\nYou can make it to A! Your letter grade is 'B'. ");

else if (numToPercent >= 70 && numToPercent < 80)

Console.WriteLine("\nKeep Working hard! Your letter grade is 'C'. ");

else if (numToPercent >= 60 && numToPercent < 70)

Console.WriteLine("\nYou can do better than this! Your letter grade is 'D'. ");

else if (numToPercent >= 50 && numToPercent < 60)

Console.WriteLine("\nWork Harder! Your letter grade is 'E'. ");

else

Console.WriteLine("\nFailed! Do your Exams well.Your grade: 'F'. ");

Console.Write("\nPress any key to exit. ");

Console.ReadKey();

Environment.Exit(0);

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1. Test Score Average:

private void calculateButton\_Click(object sender, EventArgs e)

{

averageLabel.Text = "";

double average = 0 ;

double test1 = double.Parse(test1TextBox.Text);

double test2 = double.Parse(test2TextBox.Text);

double test3 = double.Parse(test3TextBox.Text);

if (test1 >= 10 || test1 < 0)

{

MessageBox.Show("Please enter a valid Grade for Test 1");

}

else if (test2 >= 10 || test2 < 0)

{

MessageBox.Show("Please enter a valid Grade for Test 2");

}

else if(test3 >= 10 || test3 < 0)

{

MessageBox.Show("Please enter a valid Grade for Test 3");

}

average = (((test1 + test2 + test3)/ 30 ) \* 100);

if (average <= 50)

{

MessageBox.Show("I highly recommend to meet your instructor to improve your grades");

averageLabel.Text = average.ToString();

}

else

averageLabel.Text = average.ToString();

}

private void clearButton\_Click(object sender, EventArgs e)

{

test1TextBox.Text = "";

test2TextBox.Text = "";

test3TextBox.Text = "";

averageLabel.Text = "";

}

private void exitButton\_Click(object sender, EventArgs e)

{

this.Close();

}

}

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1. Radio Button and Checkbox:

private void okButton\_Click(object sender, EventArgs e)

{

String saveNation;

if (americanRadioButton.Checked)

saveNation = americanRadioButton.Text;

else if (asianRadioButton.Checked)

saveNation = asianRadioButton.Text;

else if (hispanicRadioButton.Checked)

saveNation = hispanicRadioButton.Text;

else if (britishRadioButton.Checked)

saveNation = britishRadioButton.Text;

else

saveNation = somaliaRadioButton.Text;

MessageBox.Show("Hello! " + saveNation);

String str1 = "";

if (MinnesotaCheckBox.Checked)

{

str1 += MinnesotaCheckBox.Text + ", ";

}

if (SouthCarolinaCheckbox.Checked)

{

str1 += SouthCarolinaCheckbox.Text +", ";

}

if (texasCheckbox.Checked)

{

str1 += texasCheckbox.Text+ ", ";

}

if (californiaCheckbox.Checked)

{

str1 += californiaCheckbox.Text +", ";

}

if (OhioCheckbox.Checked)

{

str1 += OhioCheckbox.Text + ", ";

}

if (OklahomaCheckbox.Checked)

{

str1 += OklahomaCheckbox.Text + ", ";

}

if (NorthDakotaCheckBox.Checked)

{

str1 += NorthDakotaCheckBox.Text + ", ";

}

if(WisconsonCheckbox.Checked){

str1 += WisconsonCheckbox.Text + ", ";

}

MessageBox.Show("You selected " + str1);

}

}

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