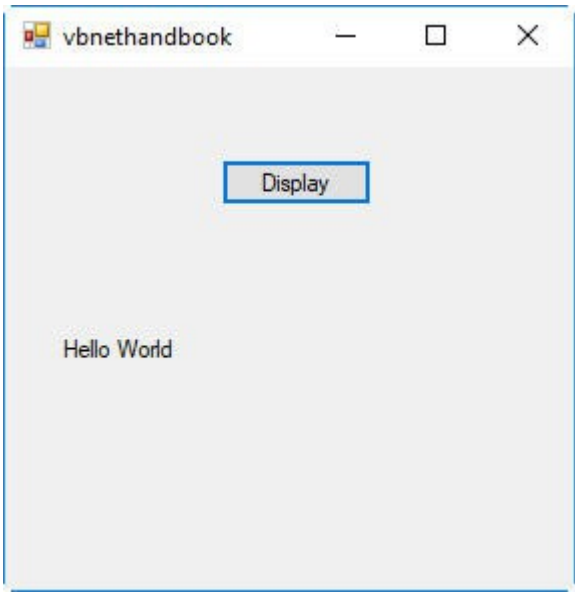
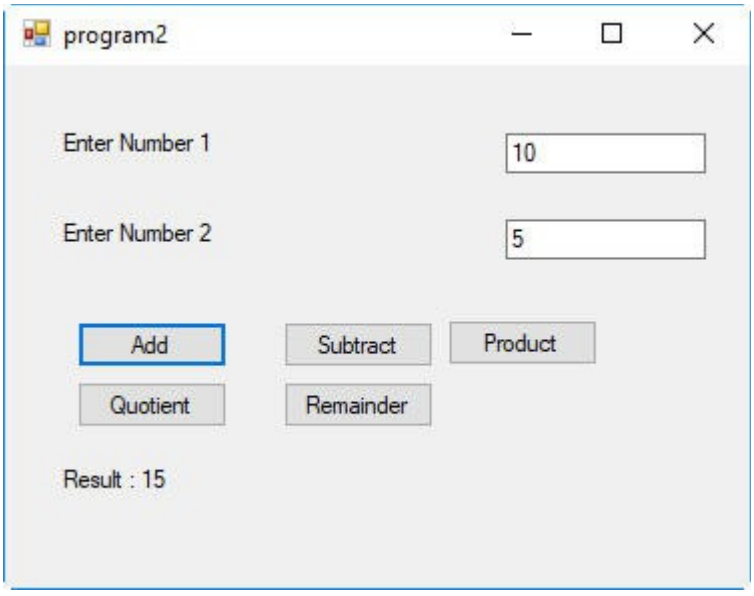
1. Program to Display Hello World in a Label



Coding

```
Sub Button1Click(sender As Object, e As EventArgs)
                label1.Text="Hello World"
End Sub
```

2. Program to add subtract multiply quotient and remainder



Coding for Add Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim a,b,sum As Integer
```

```
        a=CInt(textBox1.Text)
        b=CInt(textBox2.Text)
        sum=a+b
        label3.Text="Result : " + CStr(sum)

       End Sub
```

Coding for Subtract Button

```
Sub Button2Click(sender As Object, e As EventArgs)
        Dim a,b,diff As Integer
        a=CInt(textBox1.Text)
        b=CInt(textBox2.Text)
        diff=a-b
        label3.Text="Result : " + CStr(diff)
       End Sub
```

Coding for multiply button

```
Sub Button3Click(sender As Object, e As EventArgs)
        Dim a,b,product As Integer
        a=CInt(textBox1.Text)
        b=CInt(textBox2.Text)
        product=a*b
        label3.Text="Result : " + CStr(product)
       End Sub
```

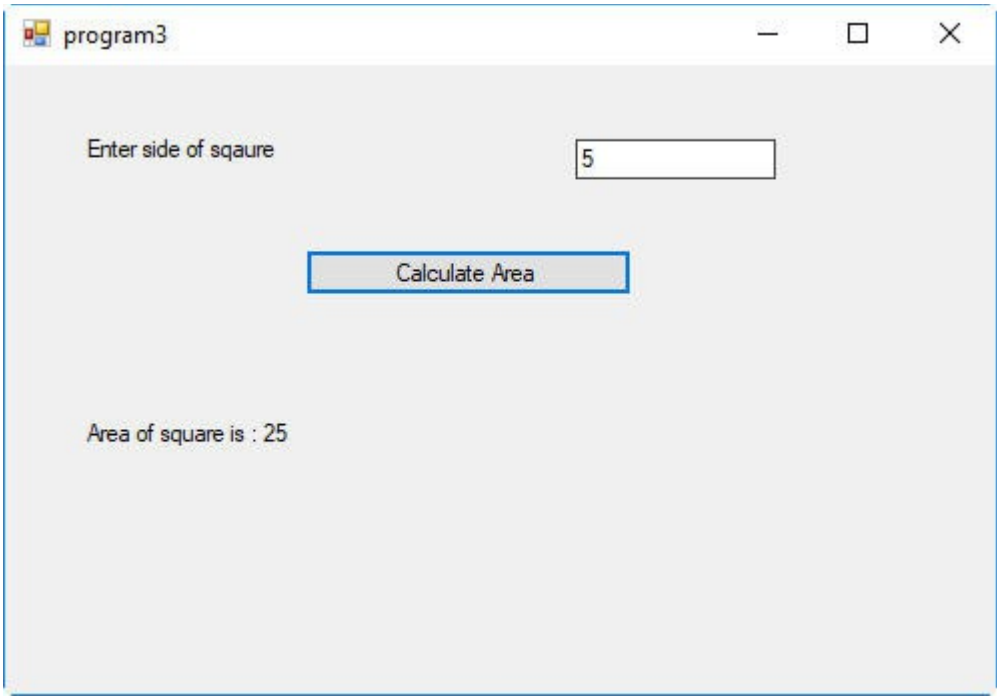
Coding for Quotient Button

```
       Sub Button4Click(sender As Object, e As EventArgs)
        Dim a,b,quo As Integer
        a=CInt(textBox1.Text)
        b=CInt(textBox2.Text)
        quo=a/b
        label3.Text="Result : " + CStr(quo)
       End Sub
```

Coding for Remainder Button

```
Sub Button5Click(sender As Object, e As EventArgs)
        Dim a,b,remainder As Integer
        a=CInt(textBox1.Text)
        b=CInt(textBox2.Text)
        remainder=a Mod b
        label3.Text="Result : " + CStr(remainder)
       End Sub
```

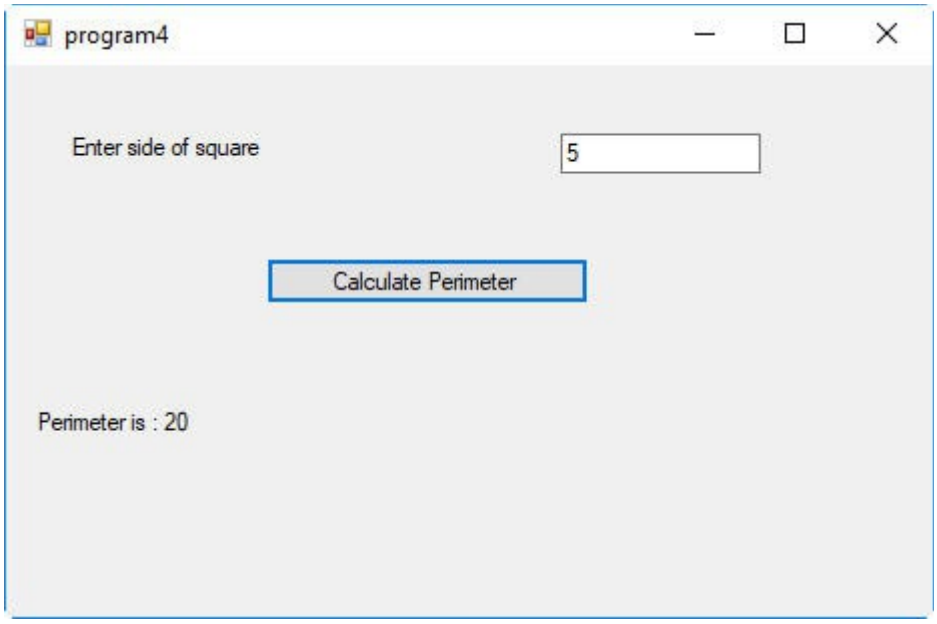
3. Program to find area of square based on side of square



Coding for Calculate Area Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim side,area As Integer
        side=CInt(textBox1.Text)
        area=side*side
        label2.Text= "Area of square is : " + CStr(area)
End Sub
```

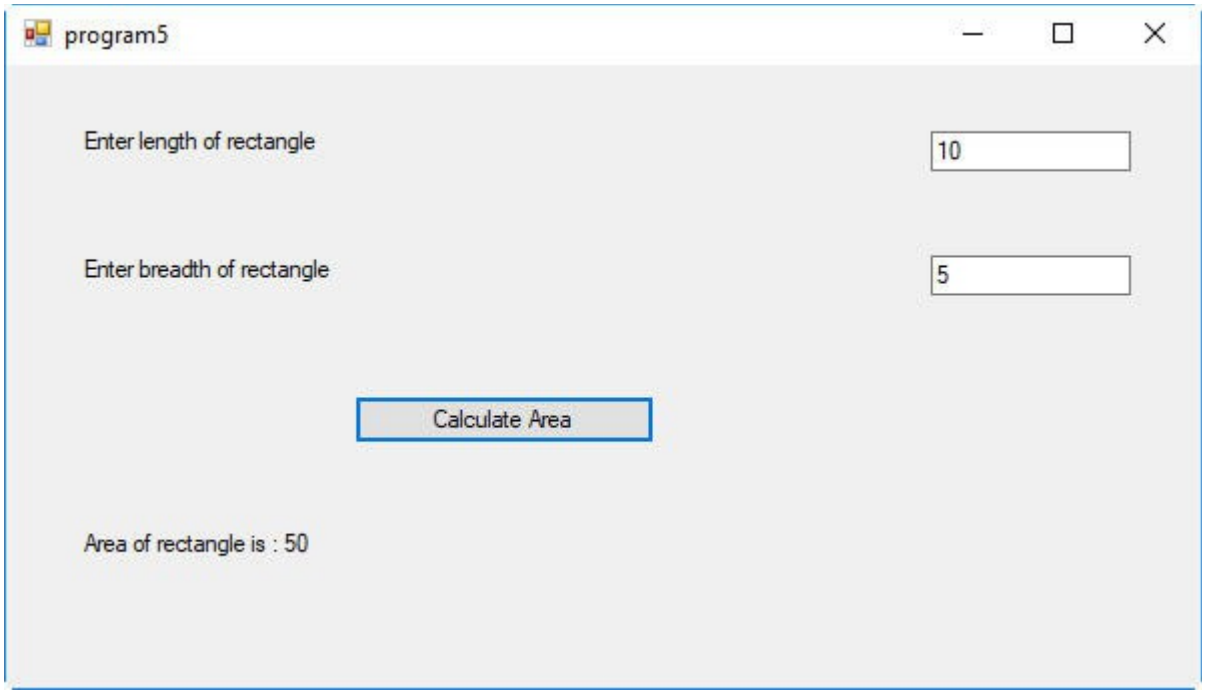
4. Program to find Perimeter of square



Coding for Calculate Perimeter Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim side,perimeter As Integer
        side=CInt(textBox1.Text)
        perimeter=4*side
        label2.Text="Perimeter is : " + CStr(perimeter)
       End Sub
```

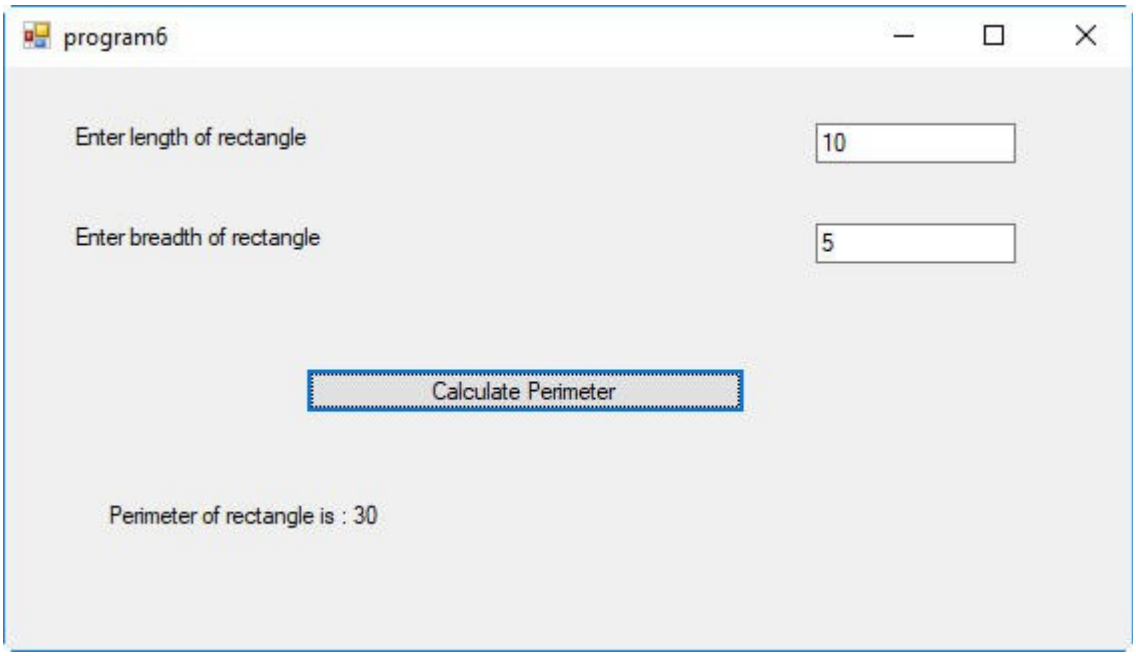
5. Program to find area of rectangle based on length and breadth of rectangle



Coding for Calculate Area Button

```
Sub Button1Click(sender As Object, e As EventArgs)
 Dim l,b,area As Integer
 l=CInt(textBox1.Text)
 b=CInt(textBox2.Text)
 area=l*b
 label3.Text= "Area of rectangle is : " + CStr(area)
End Sub
```

6. Program to find perimeter of rectangle based on length and breadth of rectangle

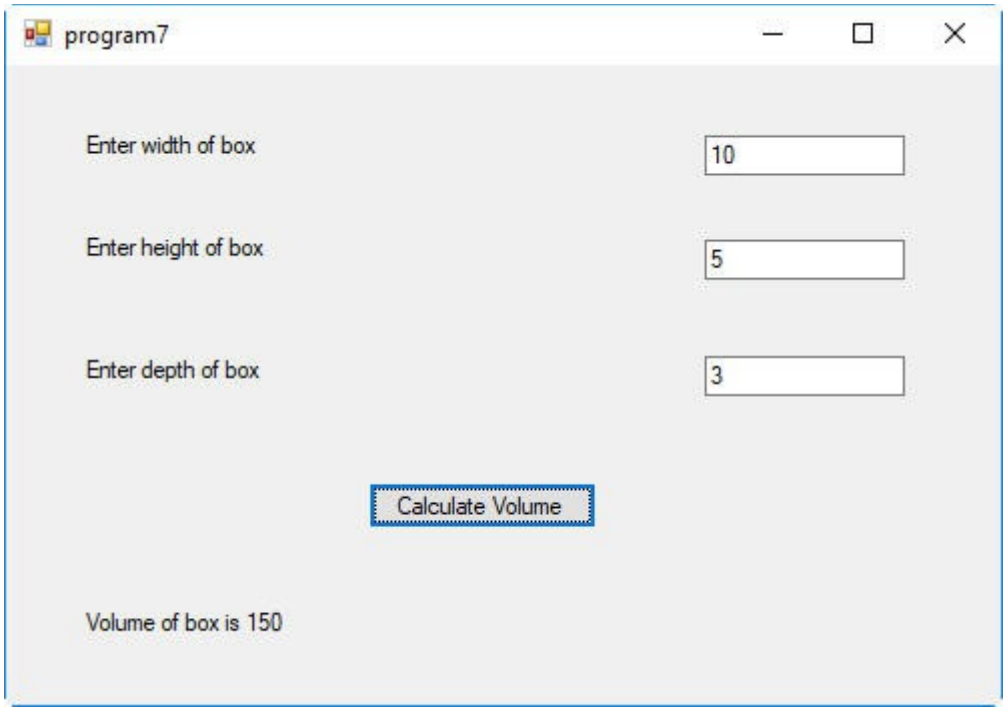


Coding for Calculate Perimeter Button

```
Sub Button1Click(sender As Object, e As EventArgs)
 Dim l,b,perimeter As Integer
 l=CInt(textBox1.Text)
 b=CInt(textBox2.Text)
 perimeter=2*(l+b)
 label3.Text="Perimeter of rectangle is : " + CStr(perimeter)

End Sub
```

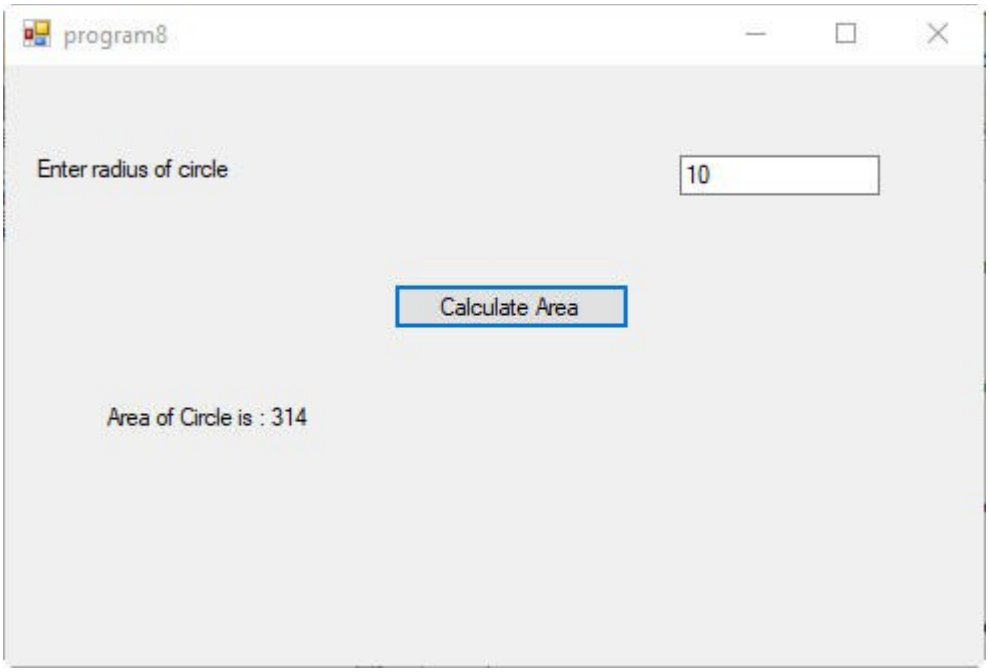
7. Program to find volume of box based on width, depth and height of box



Coding for Calculate Volume Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim w,d,h,volume As Integer
        w=CInt(textBox1.Text)
        d=CInt(textBox2.Text)
        h=CInt(textBox3.Text)
        volume=w*d*h
        label4.Text="Volume of box is " + CStr(volume)
       End Sub
```

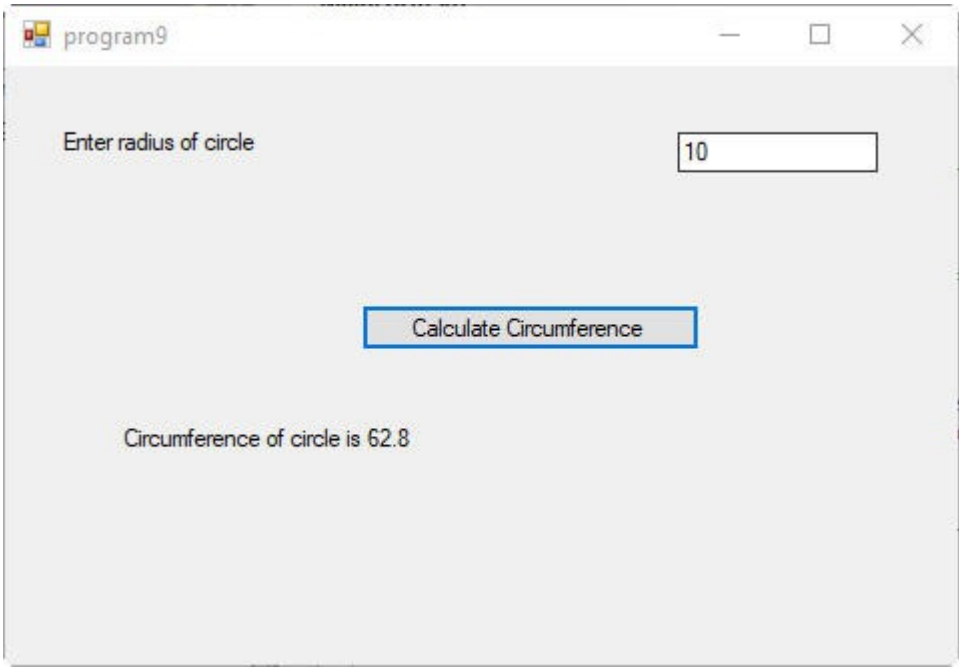
8. Program to find area of circle based on radius of circle



Coding for Calculate Area Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim radius,area As Double
        radius=CDbl(textBox1.Text)
        area=3.14*radius*radius
        label2.Text="Area of Circle is : " + CStr(area)
       End Sub
```

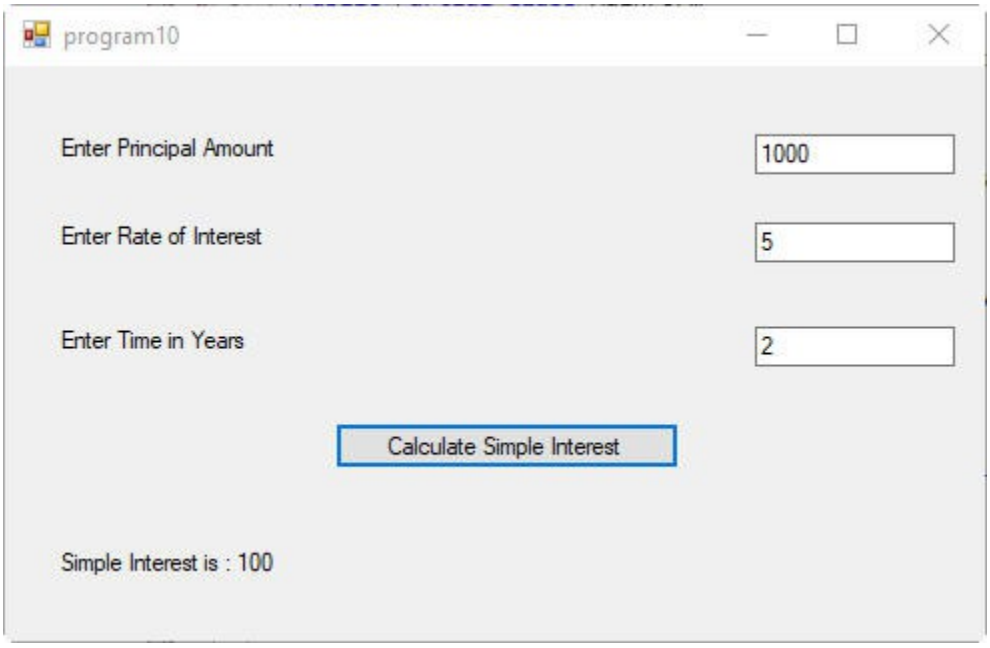
9. Program to find circumference of circle based on radius of circle



Coding for Calculate Circumference Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim radius,circumference As Double
        radius=CDbl(textBox1.Text)
        circumference=2*3.14*radius
        label2.Text="Circumference of circle is " + CStr(circumference)
       End Sub
```

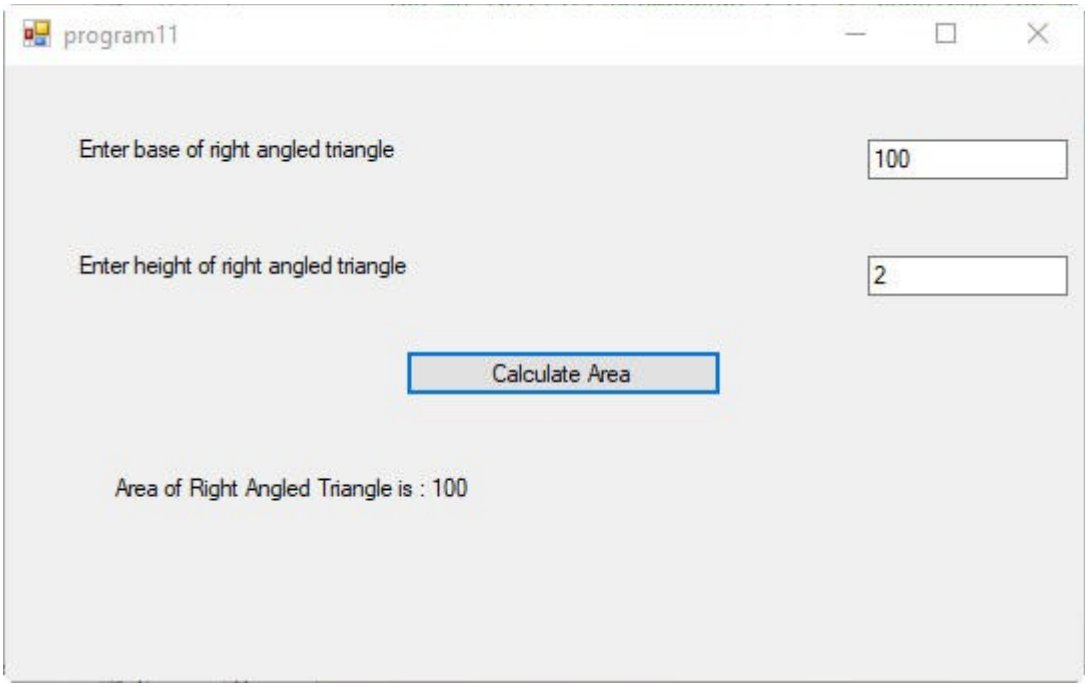
10. Program to calculate Simple Interest based on Principal Amount, Rate of Interest and Time in Years



Coding for Calculate Simple Interest Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim p,r,t,si As Double
        p=CDbl(textBox1.Text)
        r=CDbl(textBox2.Text)
        t=CDbl(textBox3.Text)
        si=(p*r*t)/100
        label4.Text ="Simple Interest is : " + CStr(si)
       End Sub
```

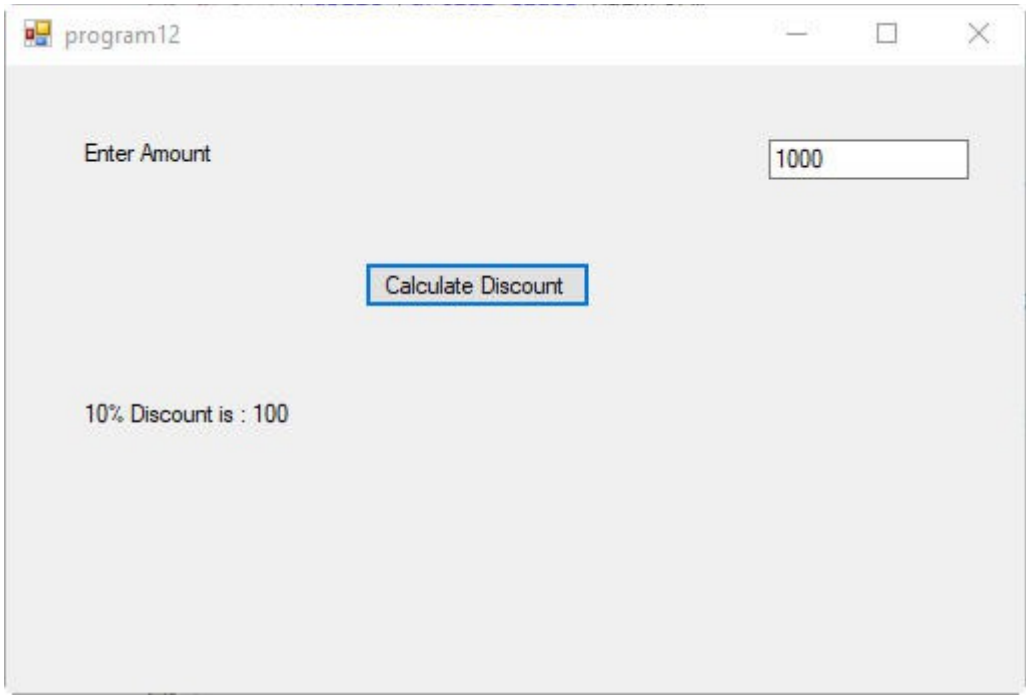
11. Program to calculate area of right angled triangle based on base and height of right angled triangle



Coding for Calculate Area Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim b,h,area As Double
        b=CDbl(textBox1.Text)
        h=CDbl(textBox2.Text)
        area=0.5*b*h
        label3.Text="Area of Right Angled Triangle is : " + CStr(area)
       End Sub
```

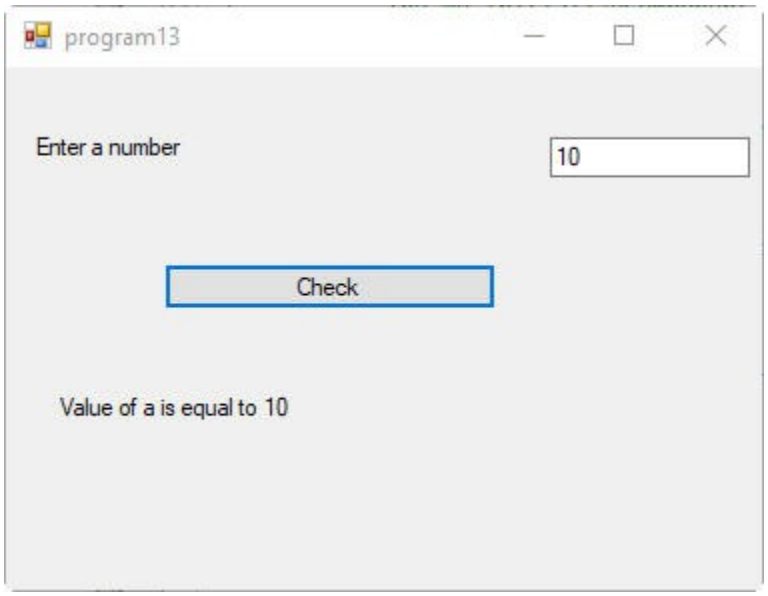
12. Program to calculate 10% discount on amount entered by user



Coding for Calculate Discount Button

```
Sub Button1Click(sender As Object, e As EventArgs)
 Dim amount,discount As Double
 amount=CDbl(textBox1.Text)
 discount=0.1*amount
 label2.Text="10% Discount is : " + CStr(discount)
End Sub
```

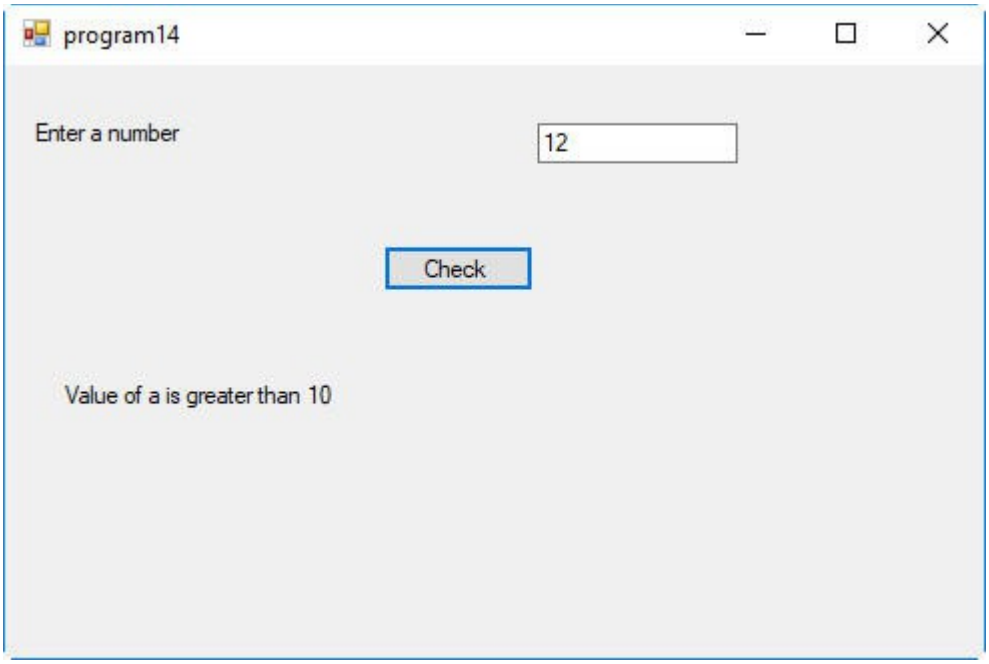
13. Program to check whether number is equal to 10 or not



Coding for Check Button

```
        Sub Button1Click(sender As Object, e As EventArgs)
    Dim a As Integer
    a=CInt(textbox1.Text)
    If a=10 Then
        label2.Text="Value of a is equal to 10"
    End If
    End Sub
```

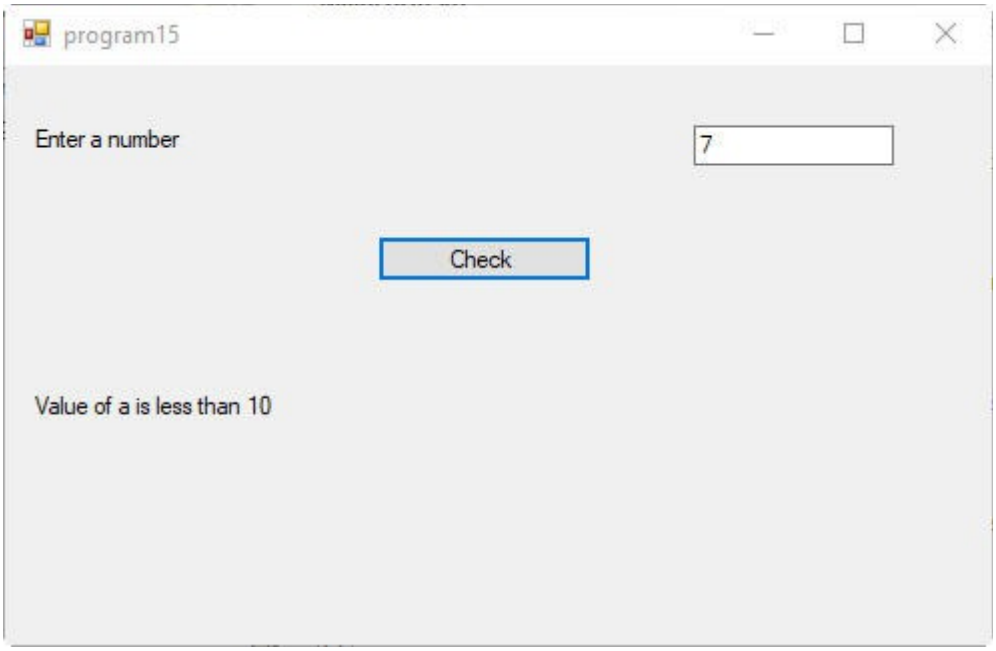
14. Program to check whether number is greater than 10 or not



Coding for Check Button

```
    Sub Button1Click(sender As Object, e As EventArgs)
     Dim a As Integer
     a=CInt(textBox1.Text)
     If a>10 Then
        label2.Text="Value of a is greater than 10"
     End If
    End Sub
```

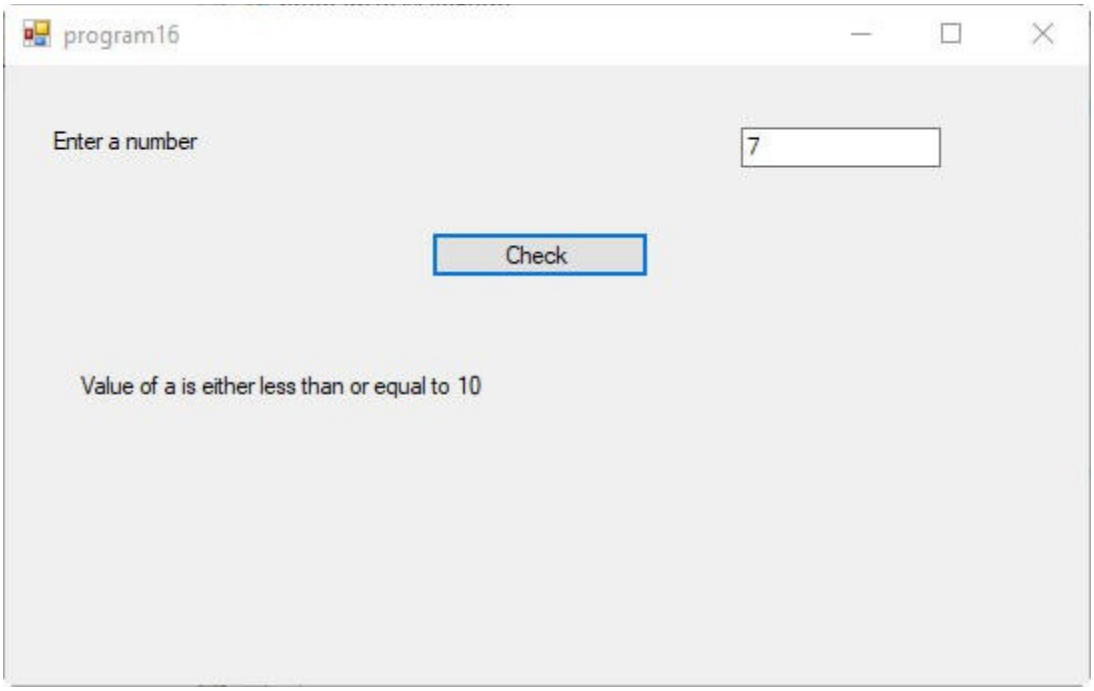
15. Program to check whether number is less than 10 or not



Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
 Dim a As Integer
 a=CInt(textBox1.Text)
 If a<10 Then
        label2.Text="Value of a is less than 10"
 End If
End Sub
```

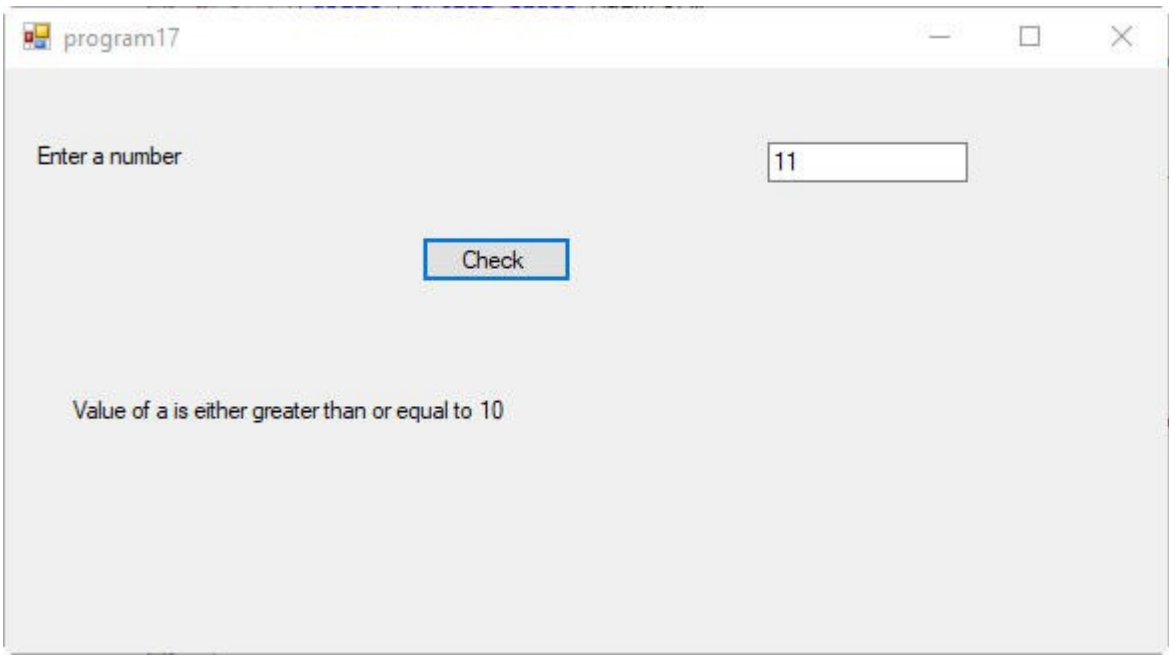
16. Program to check whether a is either less than or equal to 10



Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim a As Integer
        a=CInt(textBox1.Text)
        If a<=10 Then
                label2.Text="Value of a is either less than or equal to 10"
        End If
       End Sub
```

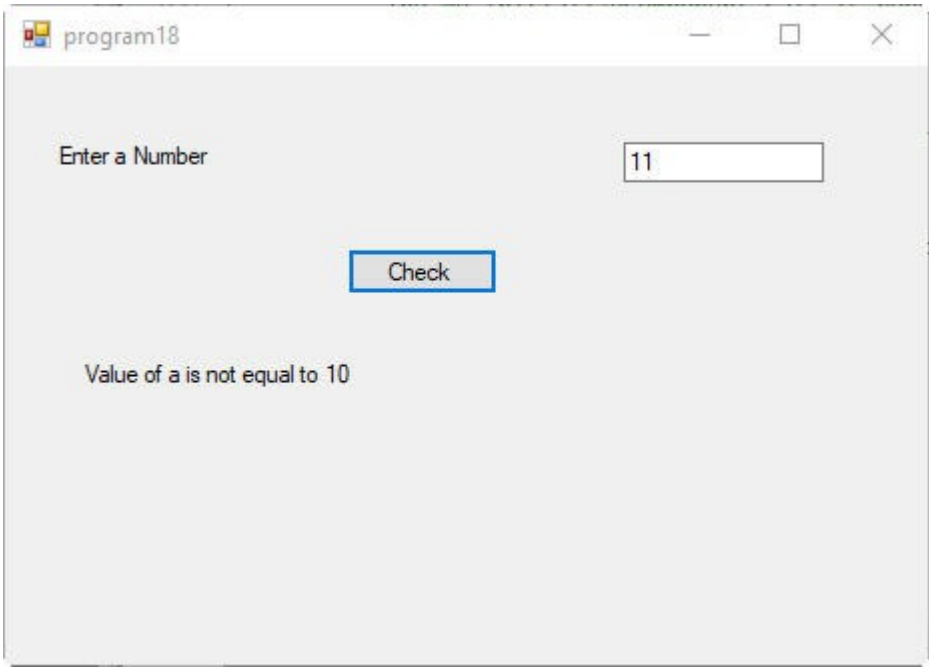
17. Program to check whether a is either greater than 10 or not



Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim a As Integer
        a=CInt(textBox1.Text)
        If a>=10 Then
                label2.Text="Value of a is either greater than or equal to 10"
        End If
       End Sub
```

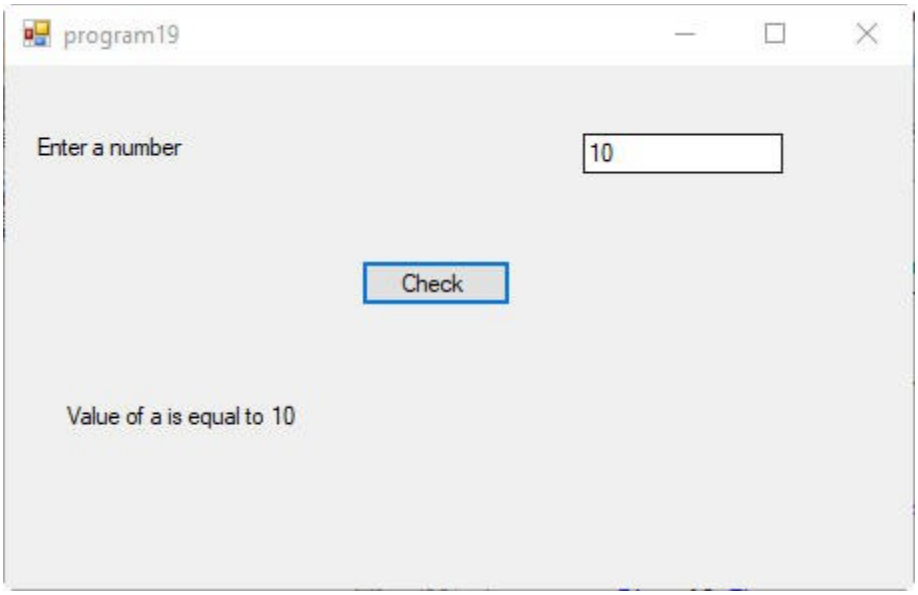
18. Program to check whether a is not equal to 10



Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim  a As Integer
        a=CInt(textBox1.Text)
        If a<>10 Then
                label2.Text="Value of a is not equal to 10"
        End If
       End Sub
```

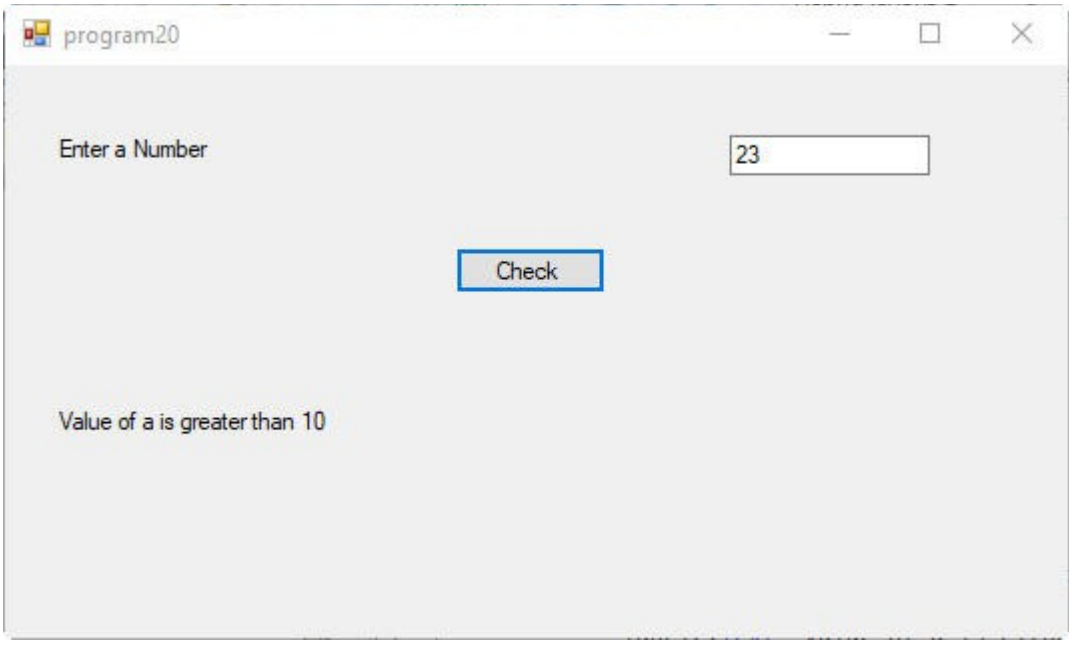
19. Program to check whether a is equal to 10 or not



Coding for Check Button

```
        Sub Button1Click(sender As Object, e As EventArgs)
Dim a As Integer
a=CInt(textBox1.Text)
If a=10 Then
        label2.Text="Value of a is equal to 10"
Else
        label2.Text="Value of a is not equal to 10"
End If
End Sub
```

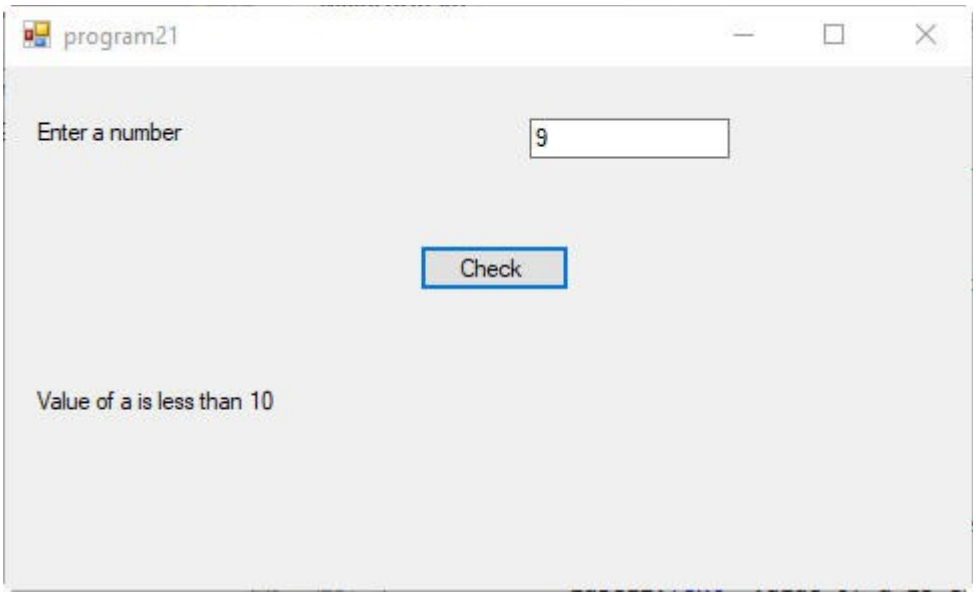
20. Program to check whether a is greater than 10 or not



Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim a As Integer
        a=CInt(textBox1.Text)
        If a>10 Then
                label2.Text="Value of a is greater than 10"
        Else
                label2.Text="Value of a is either less than or equal to 10"
        End If
       End Sub
```

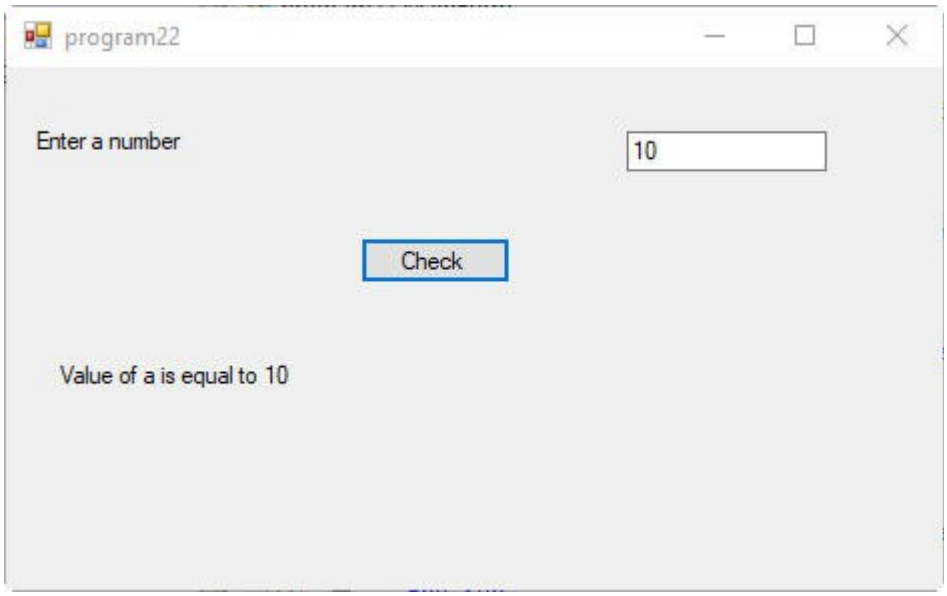
21. Program to check whether a is less than 10 or not



Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
Dim a As Integer
a=CInt(textBox1.Text)
If a<10 Then
        label2.Text="Value of a is less than 10"
Else
        label2.Text="Value of a is either greater than 10 or equal to 10"
End If
End Sub
```

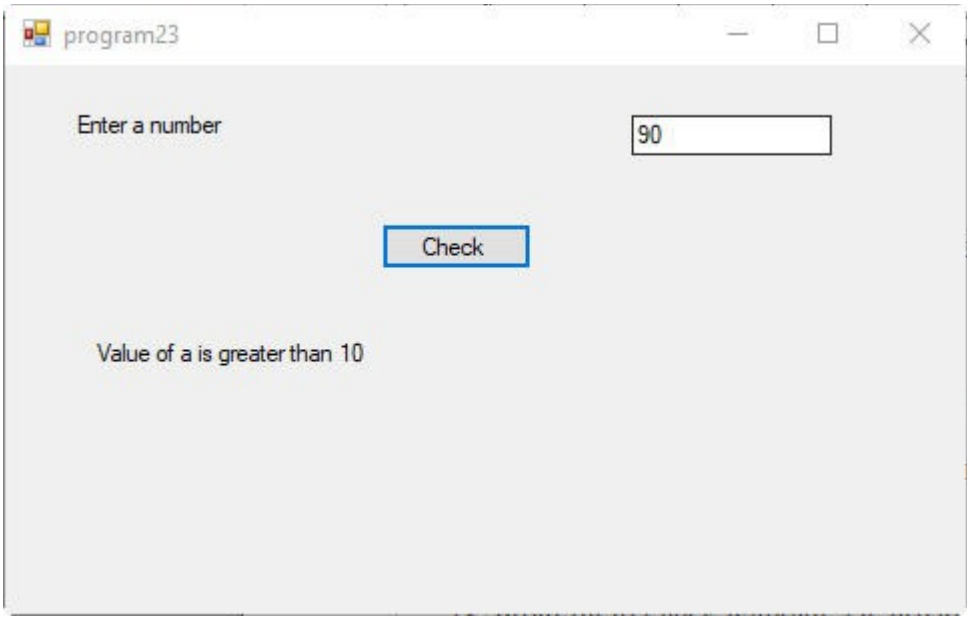
22. Program to check whether a is not equal to 10 or not



Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
Dim a As Integer
a=CInt(textBox1.Text)
If a<>10 Then
        label2.Text="Value of a is not equal to 10"
Else
        label2.Text="Value of a is equal to 10"
End If
End Sub
```

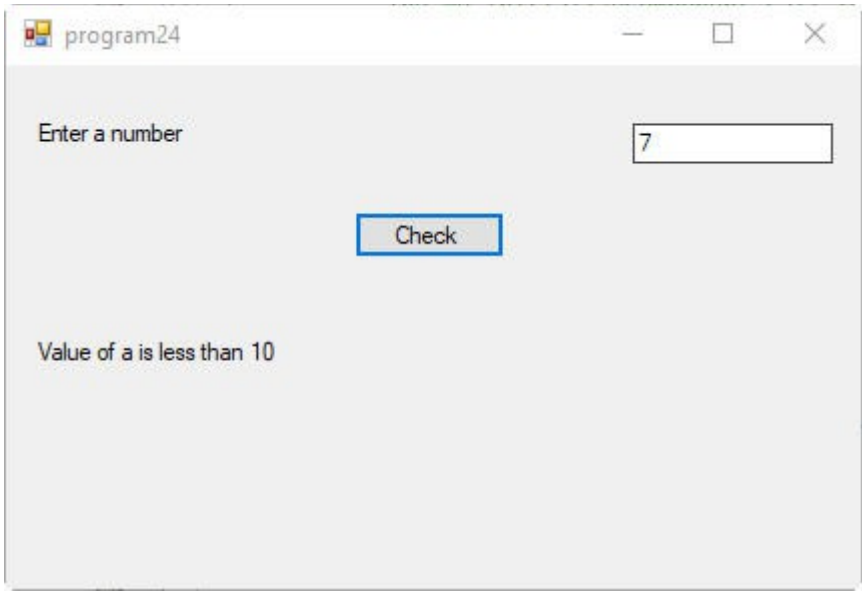
23. Program to check whether a is greater than 10 or not



Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
 Dim a As Integer
 a=CInt(textBox1.Text)
 If a>10 Then
        label2.Text="Value of a is greater than 10"
 Else
        label2.Text="Value of a is either less than or equal to 10"
 End If
End Sub
```

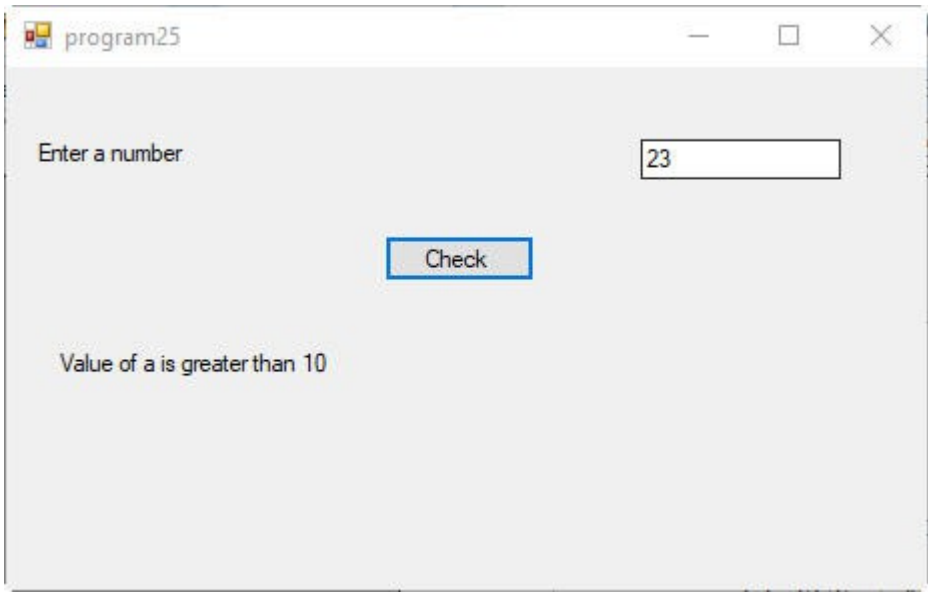
24. Program to check whether a is less than 10 or not



Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim a As Integer
        a=CInt(textBox1.Text)
        If a<10 Then
                label2.Text="Value of a is less than 10"
        Else
                label2.Text="Value of a is either greater than or equal to 10"
        End If
       End Sub
```

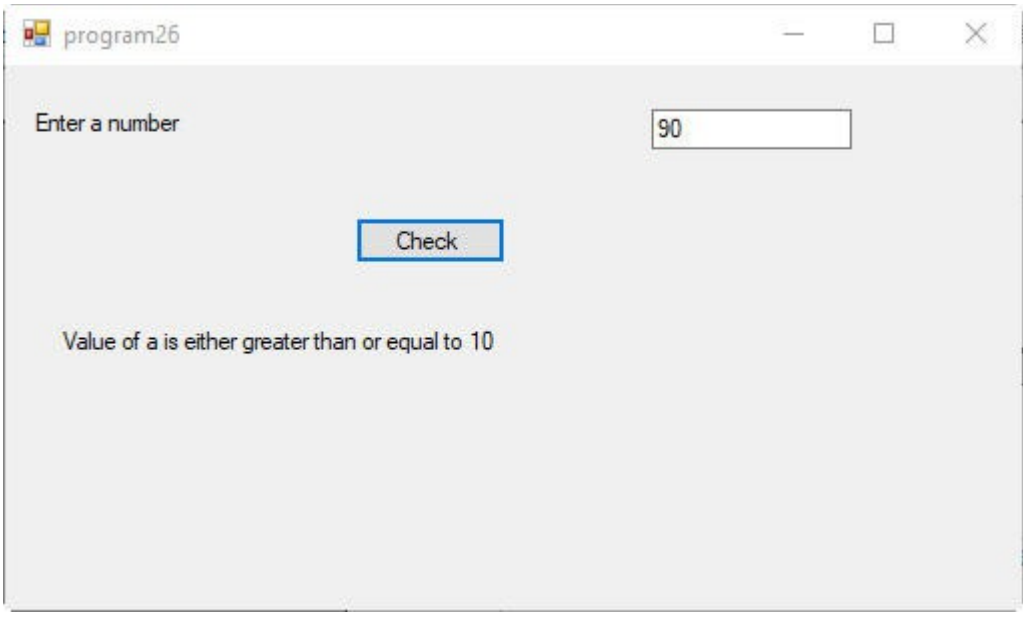
25. Program to check whether a is greater than 10 or less than 10



Coding for Check Button

```
        Sub Button1Click(sender As Object, e As EventArgs)
        Dim a As Integer
        a=CInt(textBox1.Text)
        If a>10 Then
                label2.Text="Value of a is greater than 10"
        Else
                label2.Text="Value of a is either less than or equal to 10"
        End If
       End Sub
```

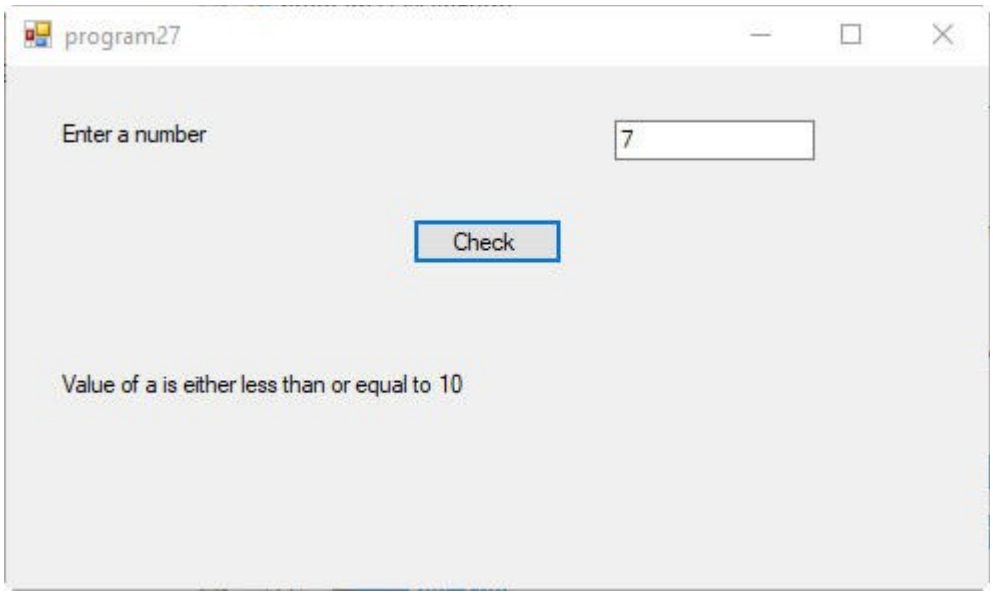
26. Program to check whether a is greater than 10 or less than or equal to 10



Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
 Dim a As Integer
 a=CInt(textBox1.Text)
 If a>=10 Then
        label2.Text="Value of a is either greater than or equal to 10"
 Else
        label2.Text="Value of a is less than 10"
 End If
End Sub
```

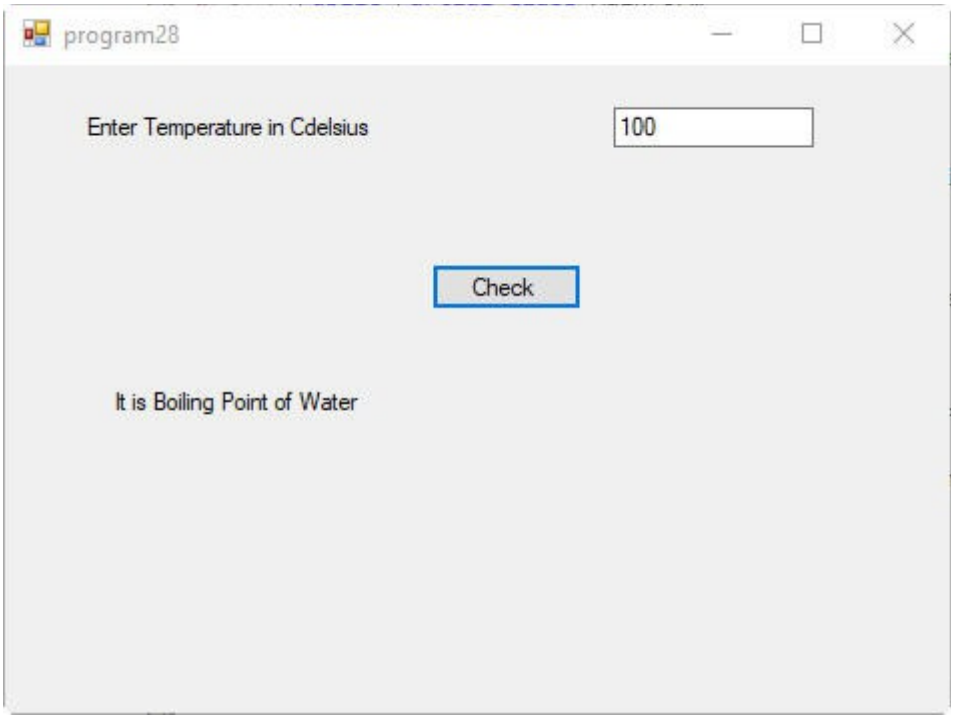
27. Program to check whether a is less than or greater than or equal to 10



Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
Dim a As Integer
 a=CInt(textBox1.Text)
 If a<=10 Then
        label2.Text="Value of a is either less than or equal to 10"
 Else
        label2.Text="Value of a is greater than 10"
 End If
End Sub
```

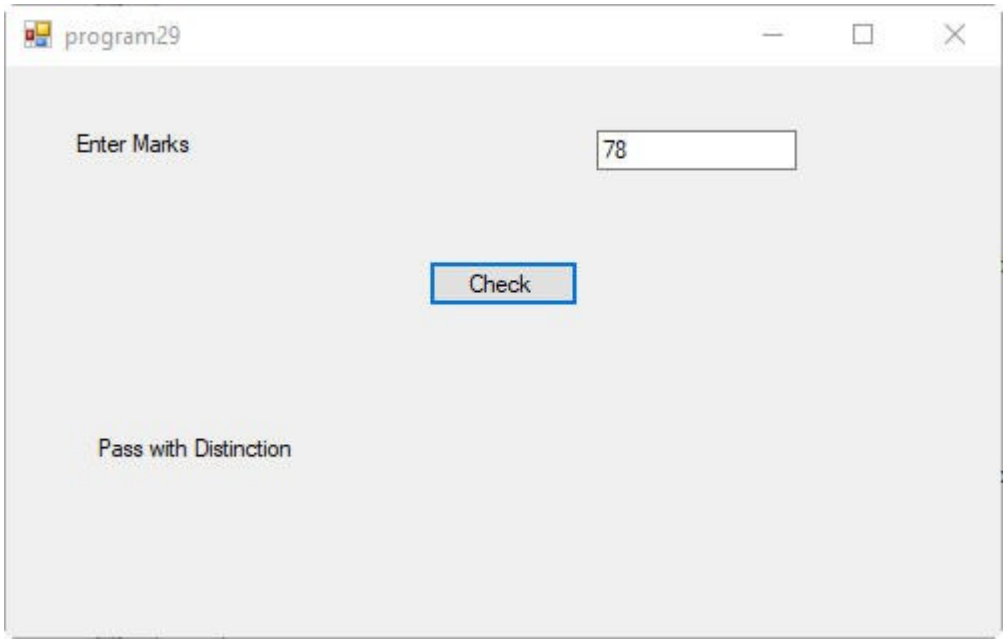
28. Program to input temperature from user and check whether it is equal to boiling point of water or not



Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim temp As Integer
        temp=CInt(textBox1.Text)
        If temp=100 Then
                label2.Text="It is Boiling Point of Water"
        Else
                label2.Text="It is not Boiling Point of Water"
        End If
       End Sub
```

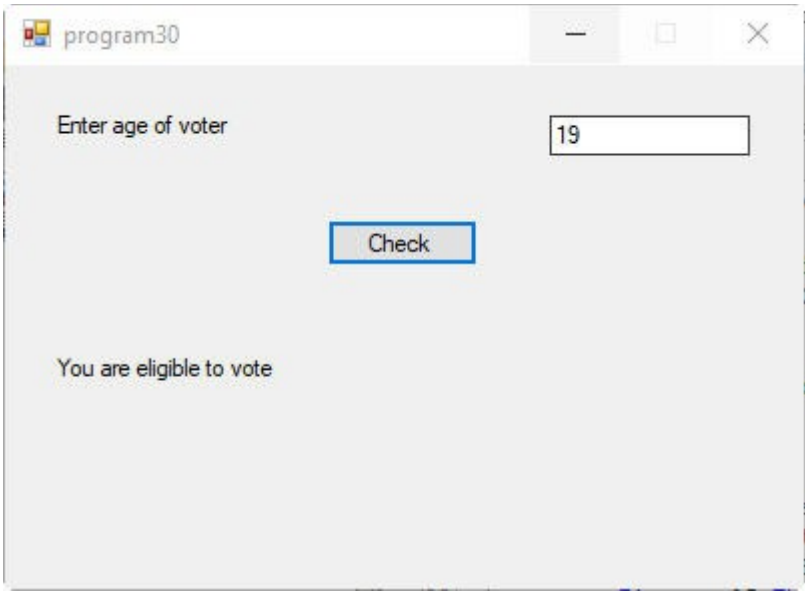
29. Program to input marks from user and check whether student has passed with distinction or not. Marks more than 75 or equal to 75 means passed with distinction



Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
Dim marks As Integer
marks=CInt(textBox1.Text)
If marks>=75 Then
        label2.Text="Pass with Distinction"
Else
        label2.Text="Pass"
End If
End Sub
```

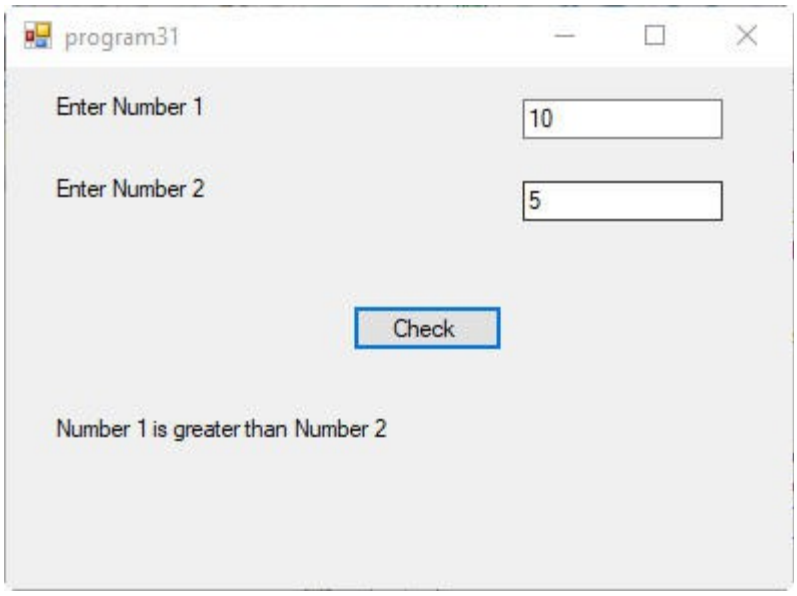
30. Program to input age of a person and check whether person is eligible to vote or not, person with age greater than 18 or equal to 18 is eligible to vote



Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
 Dim age As Integer
 age=CInt(textBox1.Text)
 If age>=18 Then
        label2.Text="You are eligible to vote"
 Else
        label2.Text="You are not eligible to vote"
 End If
End Sub
```

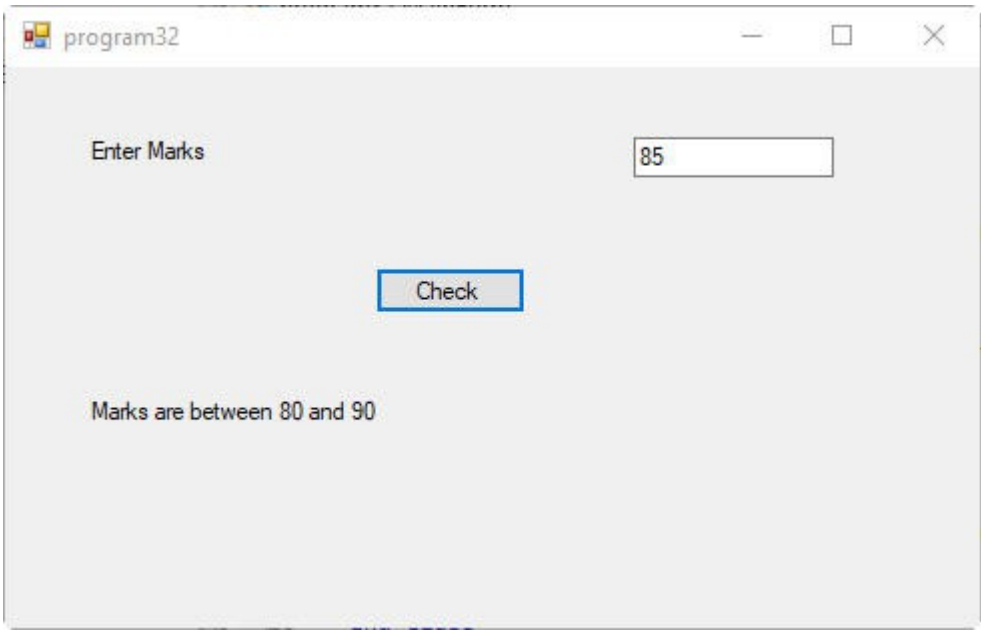
31. Program to input two numbers and check whether number 1 is greater than number 2



Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
 Dim a,b As Integer
 a=CInt(textBox1.Text)
 b=CInt(textBox2.Text)
 If a>b Then
        label3.Text="Number 1 is greater than Number 2"
 Else
        label3.Text="Number 2 is less than Number 2"
 End If
End Sub
```

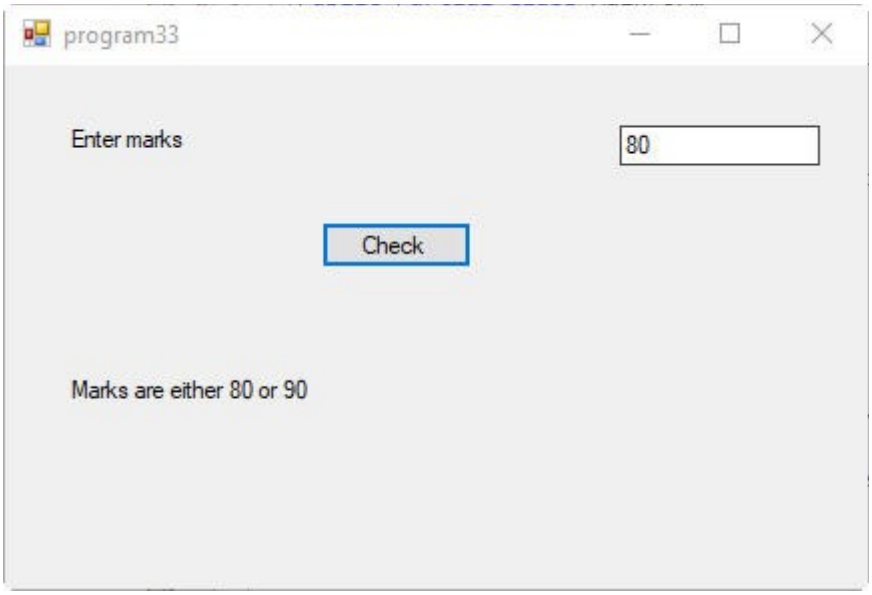
32. Program to input marks from user and check whether marks are between 80 and 90



Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
 Dim marks As Integer
 marks=CInt(textBox1.Text)
 If marks>=80 And marks<=90 Then
        label2.Text="Marks are between 80 and 90"
 Else
        label2.Text="Marks are not between 80 and 90"
 End If
End Sub
```

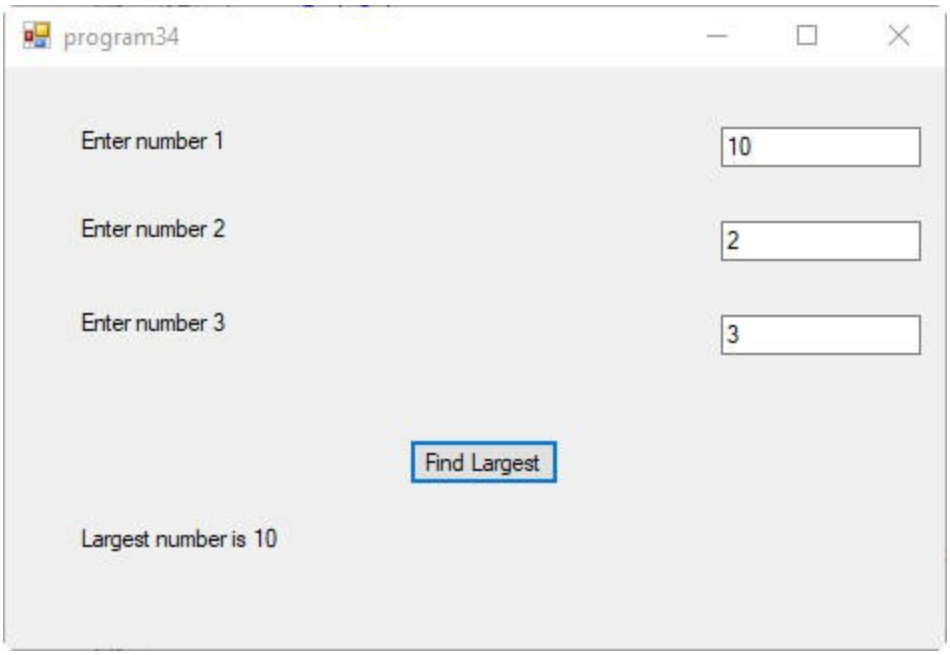
33. Program to input marks from user and check whether marks are equal to 80 or 90



Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim marks As Integer
        marks=CInt(textBox1.Text)
        If marks=80 Or marks=90 Then
                label2.Text="Marks are either 80 or 90"
        Else
                label2.Text="Marks are neither 80 nor 90"
        End If
       End Sub
```

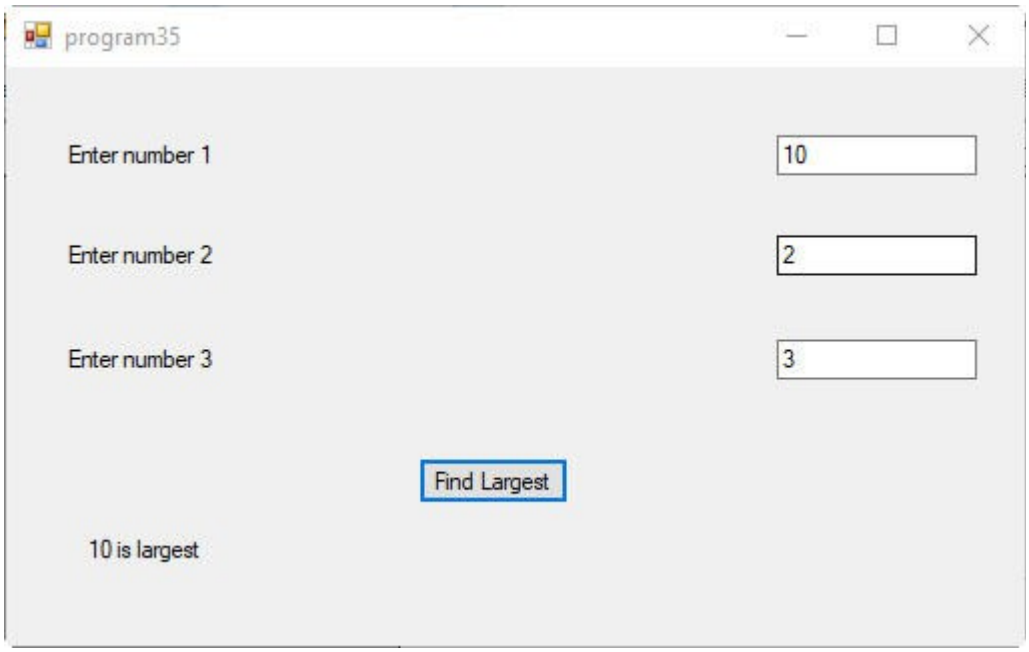
34. Program to input three numbers from user and find largest of them using a fourth variable



Coding for Find Largest Button

```
Sub Button1Click(sender As Object, e As EventArgs)
Dim a,b,c,max As Integer
a=CInt(textBox1.Text)
b=CInt(textBox2.Text)
c=CInt(textBox3.Text)
max=a
If b>max Then
        max=b
End If
If c>max Then
        max=c
End If
label4.Text="Largest number is " + CStr(max)
End Sub
```

35. Program to input three numbers and find largest of them without using fourth variable \

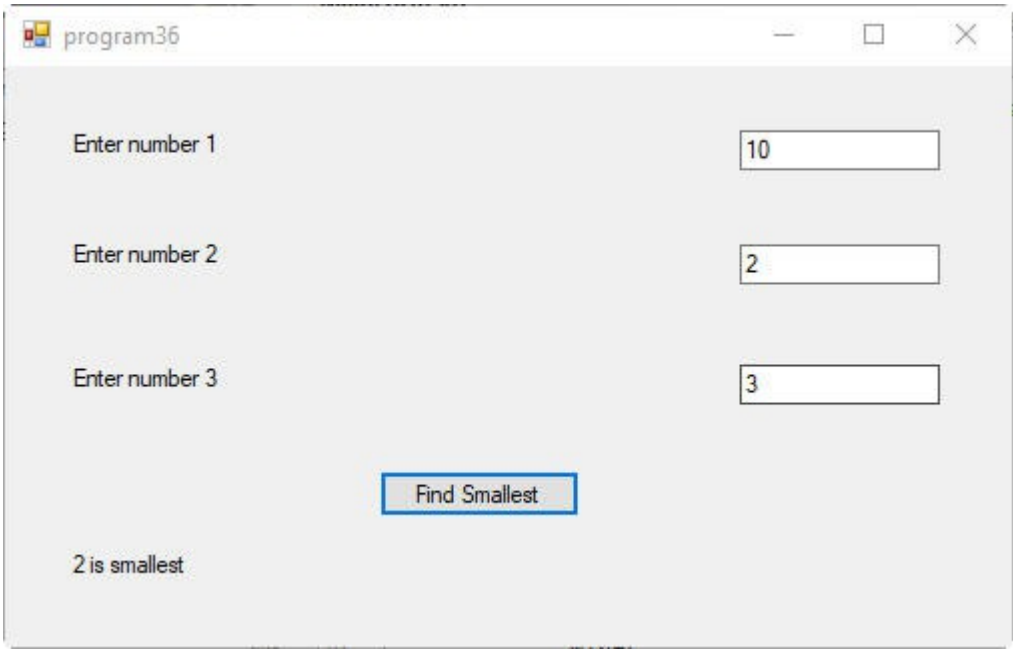


Coding for Find Largest Button

```
Sub Button1Click(sender As Object, e As EventArgs)
Dim a,b,c As Integer
a=CInt(textBox1.Text)
b=CInt(textBox2.Text)
c=CInt(textBox3.Text)
If a>b And a>c Then
        label4.Text=CStr(a) + " is largest"
End If
If b>a And b>c Then
        label4.Text=CStr(b) + " is largest"
```

```
End If
If c>a And c>b Then
        label4.Text=CStr(c) + " is largest"
End If
End Sub
```

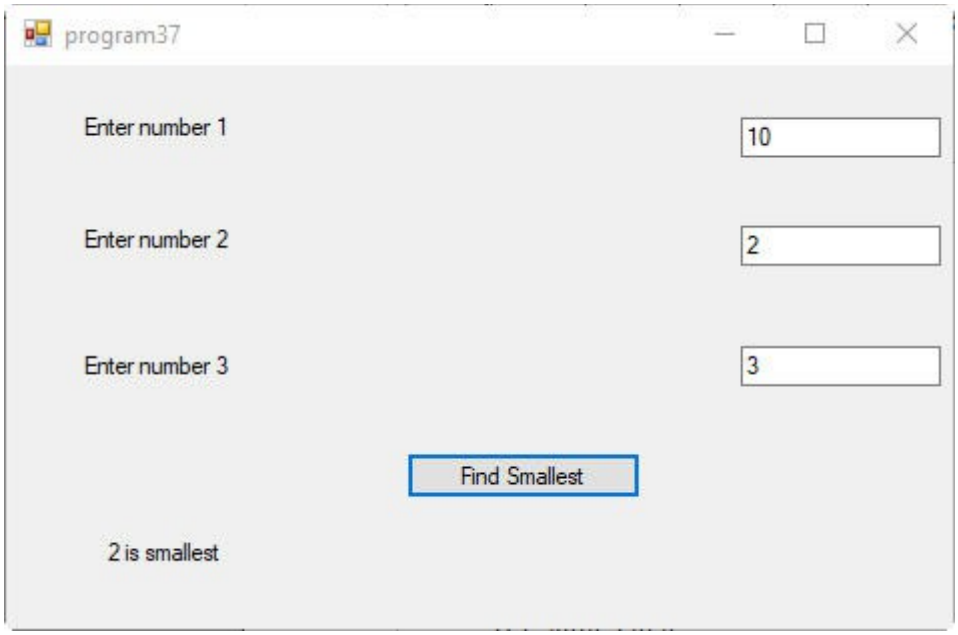
36. Program to input three numbers and find smallest of them using fourth variable



Coding for Find Smallest Button

```
Sub Button1Click(sender As Object, e As EventArgs)
Dim a,b,c,min As Integer
a=CInt(textBox1.Text)
b=CInt(textBox2.Text)
c=CInt(textBox3.Text)
min=a
If b<min Then
        min=b
End If
If c<min Then
        min=c
End If
label4.Text=CStr(min) + " is smallest"
End Sub
```

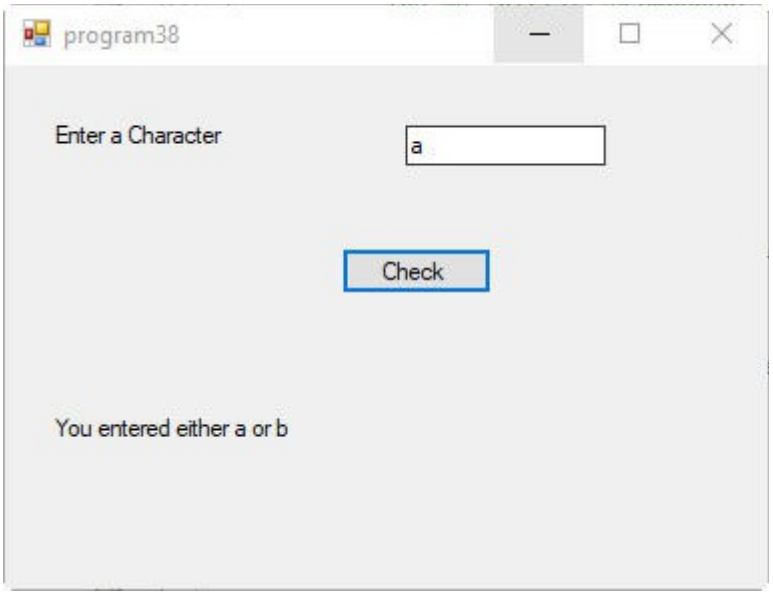
37. Program to input three numbers and find smallest of them without using fourth variable



Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim a,b,c As Integer
        a=CInt(textBox1.Text)
        b=CInt(textBox2.Text)
        c=CInt(textBox3.Text)
        If a<b And a<c Then
                label4.Text=CStr(a) + " is smallest"
        End If
        If b<a And b<c Then
                label4.Text=CStr(b) + " is smallest"
        End If
        If c<a And c<b Then
                label4.Text=CStr(c) + " is smallest"
        End If
       End Sub
```

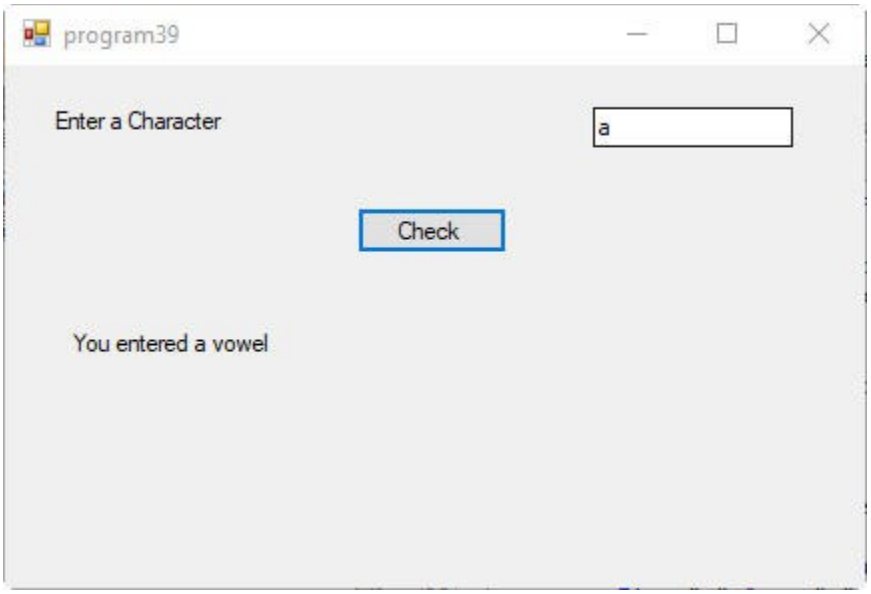
38. Program to input a character from user and check whether it is equal to a or b



Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
Dim a As Char
a=textBox1.Text.Chars(0)
If a="a" Or a="b" Then
        label2.Text="You entered either a or b"
Else
        label2.Text="You have not entered either a or b"
End If
End Sub
```

39. Program to input a character from user and check whether it is vowel or not using if-else statement

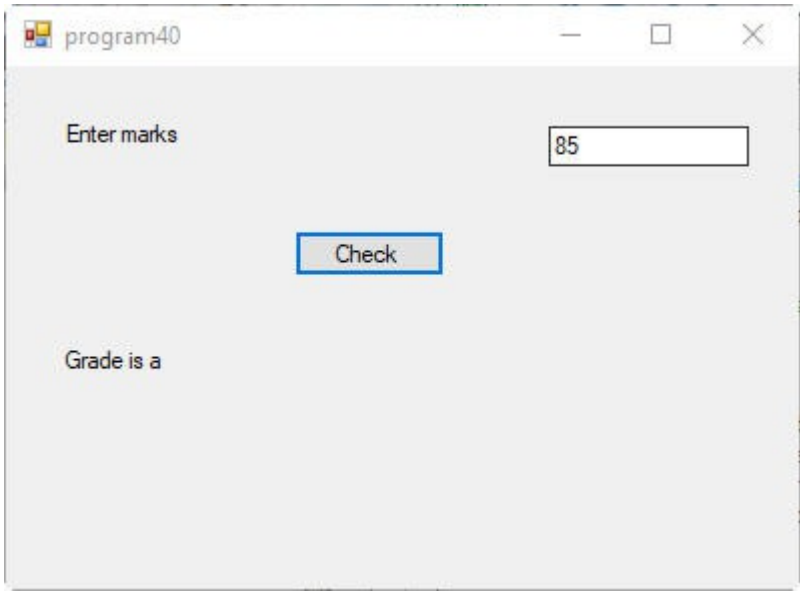


Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim a As Char
        a=textBox1.Text.Chars(0)
        If a="a" Or a="e" Or a="i" Or a="o" Or a="u" Then
                label2.Text="You entered a vowel"
        Else
                label2.Text="You have not entered a vowel"
        End If
       End Sub
```

40. Program to input marks of user and compute grade of user based on following table

>=80 and <=100	a
>=70 and < 80	b
>=60 and < 70	c
< 60	d



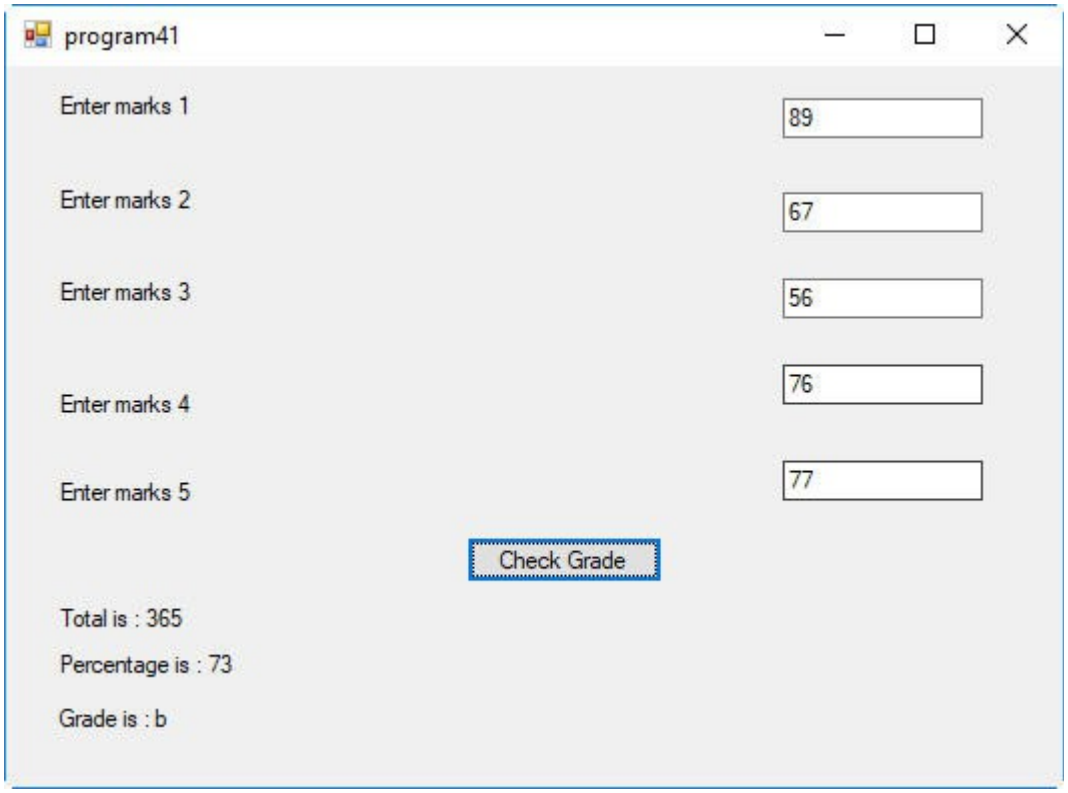
Coding for Check Button

```
        Sub Button1Click(sender As Object, e As EventArgs)
        Dim marks As Integer
        Dim grade As Char
        marks=CInt(textBox1.Text)
        If marks>=80 And marks<=100 Then
                grade="a"
        Else If marks>=70 And marks<80 Then
                grade="b"
        Else If marks>=60 And marks<70 Then
                grade="c"
```

```
Else
        grade="d"
End If
label2.Text="Grade is " + CStr(grade)
End Sub
```

41. Program to input marks in five subjects from user and calculate total, percentage and grade of student based on following table

>=80 and <=100	a
>=70 and < 80	b
>=60 and < 70	c
< 60	d



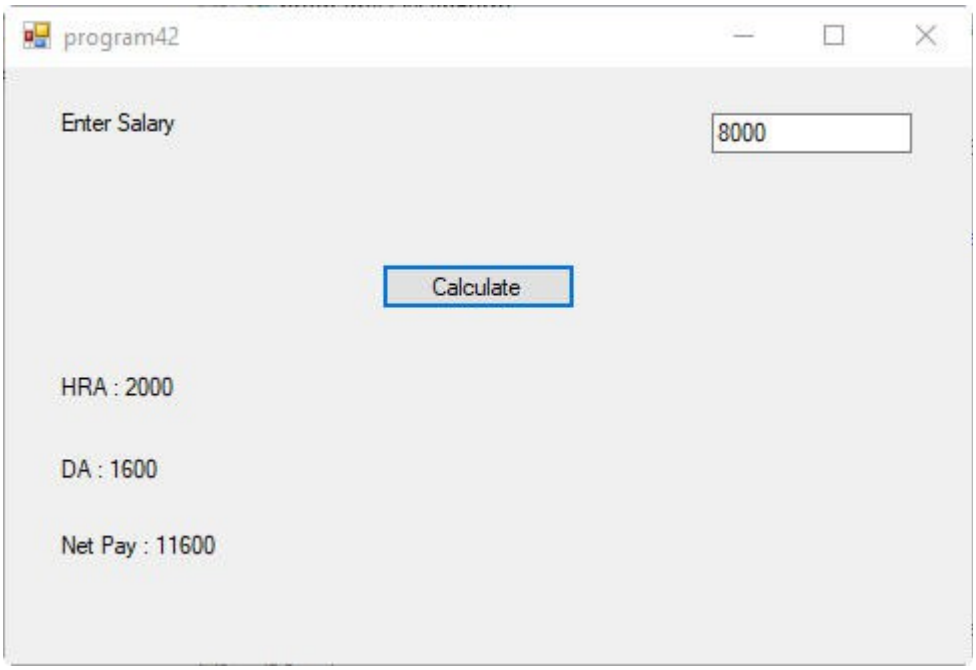
Coding for Check Grade Button

```
Sub Button1Click(sender As Object, e As EventArgs)
 Dim marks1,marks2,marks3,marks4,marks5 As Integer
 Dim total,percentage As Double
 Dim grade As Char
 marks1=CInt(textBox1.Text)
 marks2=CInt(textBox2.Text)
 marks3=CInt(textBox3.text)
 marks4=CInt(textBox4.Text)
 marks5=CInt(textBox5.Text)
 total=marks1+marks2+marks3+marks4+marks5
```

```
percentage=total/5
If percentage>=80 And percentage<=100 Then
        grade="a"
Else If percentage>=70 And percentage<80 Then
        grade="b"
Else If percentage>=60 And percentage<70 Then
        grade="c"
Else
        grade="d"
End If
label6.Text="Total is : " + CStr(total)
label7.Text="Percentage is : " + CStr(percentage)
label8.Text="Grade is : " + CStr(grade)
End Sub
```

42. Program to input basic salary from user and calculate hra and da and netpay based on following table

Salary >= 6000 and <= 10000	Hra = 25% Da = 20%
Salary >= 2000 and < 6000	Hra = 20% Da = 15%
<2000	Hra = 15% Da = 10%



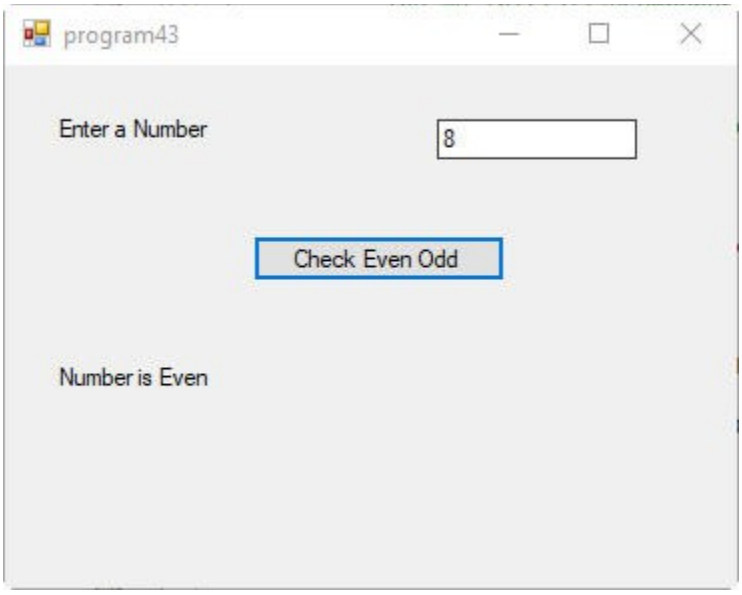
Coding for Calculate Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim salary,hra,da,netpay As Double
        salary=CDbl(textBox1.Text)
        If salary>=6000 And salary<=10000 Then
                hra=0.25*salary
                da=0.2*salary
```

```
Else If salary>=2000 And salary<6000 Then
        hra=0.2*salary
        da=0.15*salary
Else
        hra=0.15*salary
        da=0.1*salary
End If
netpay=salary+hra+da
label2.Text="HRA : " + CStr(hra)
label3.Text="DA : " + CStr(da)
label4.Text="Net Pay : " + CStr(netpay)

End Sub
```

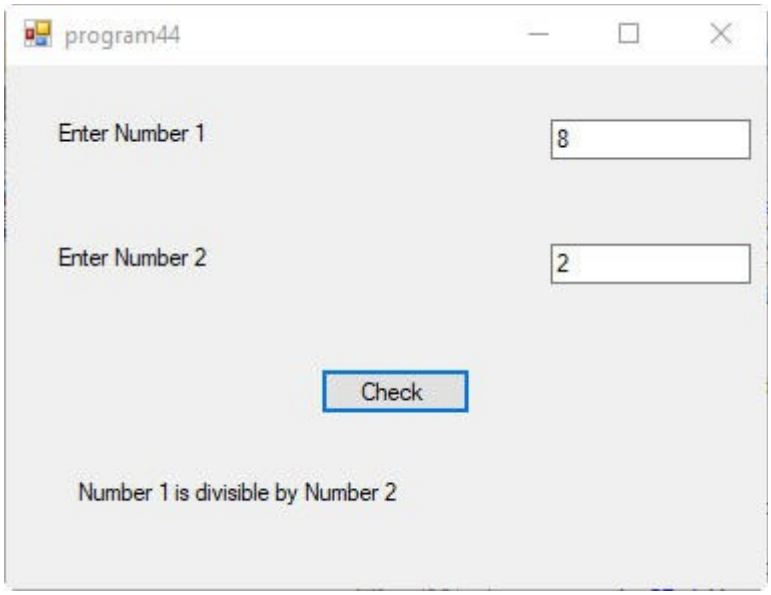
43. Program to input a number and check whether it is even or odd



Coding for Check Even Odd Button

```
Sub Button1Click(sender As Object, e As EventArgs)
 Dim a As Integer
 a=CInt(textBox1.Text)
 If a Mod 2=0 Then
        label2.Text="Number is Even"
 Else
        label2.Text="Number is Odd"
 End If
End Sub
```

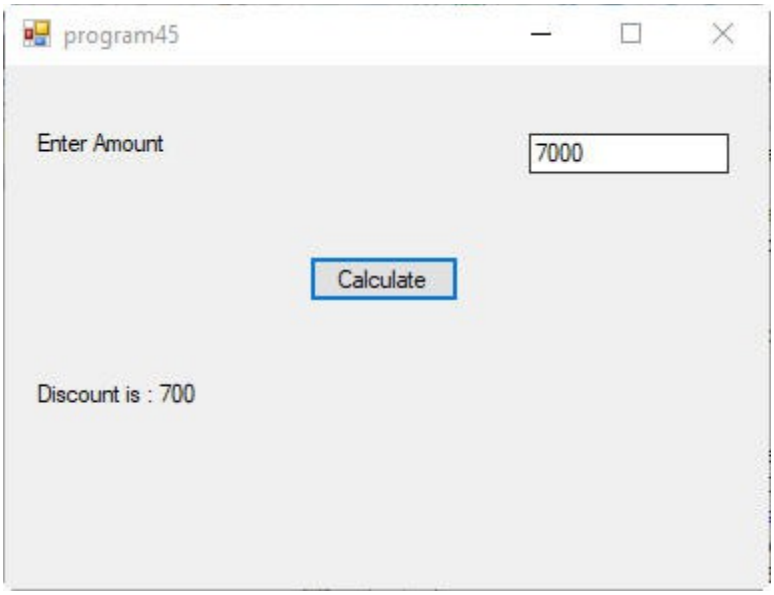
44. Program to input two numbers and check whether number 1 is divisible by number 2 or not



Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
 Dim a,b As Integer
 a=CInt(textBox1.Text)
 b=CInt(textBox2.Text)
 If a Mod b = 0 Then
        label3.Text="Number 1 is divisible by Number 2"
 Else
        label3.Text="Number 1 is not divisible by Number 2"
 End If
End Sub
```

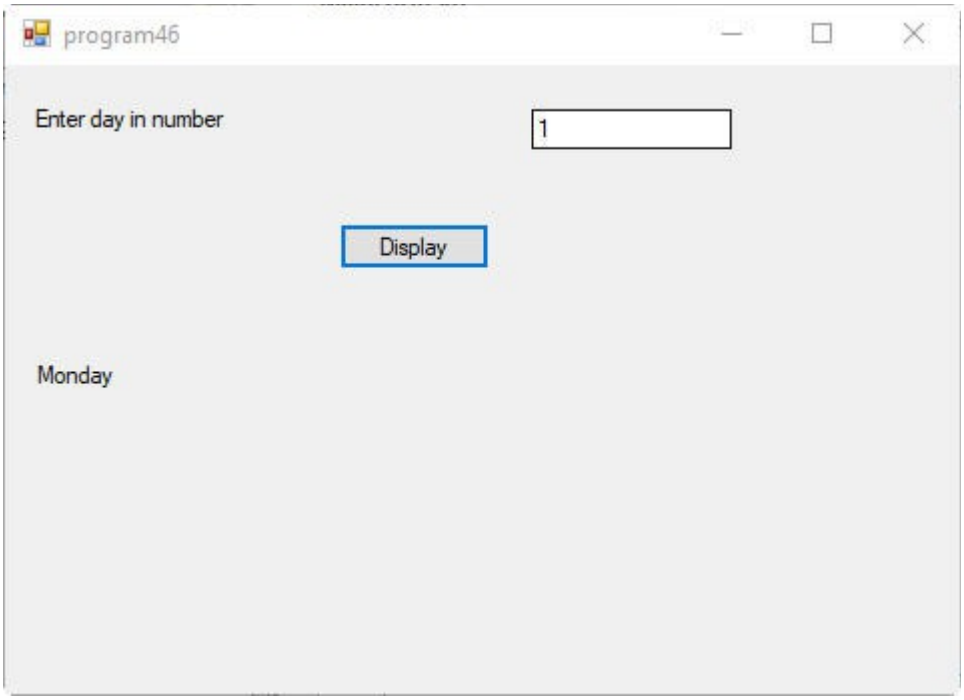
45. Program to input amount from user and calculate discount as based on following condition if amount>=1000 discount is 10% else 5 %



Coding for Calculate Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim amount As Integer
        Dim discount As Double
        amount=CInt(textBox1.Text)
        If amount>=1000 Then
                discount=0.1 * amount
        Else
                discount=0.05 * amount
        End If
        label2.Text="Discount is : " + CStr(discount)
       End Sub
```

46. Program to input day in number and display day in words using select statement

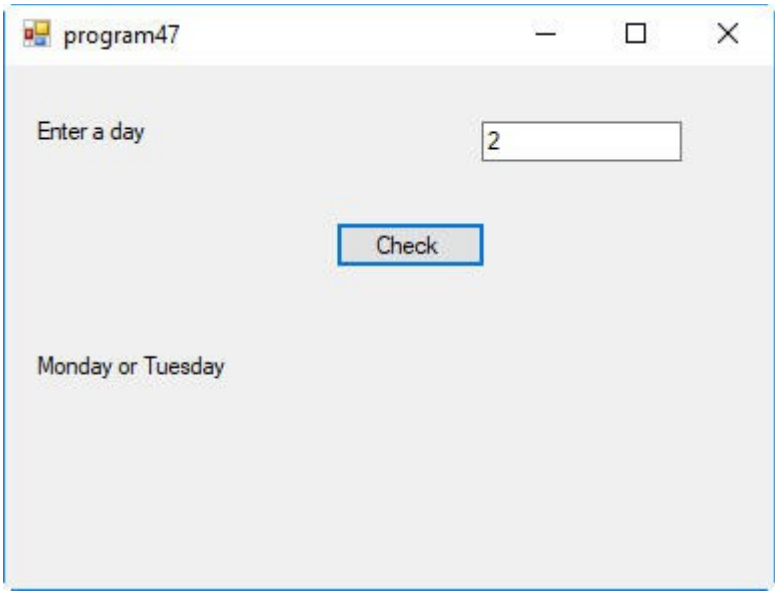


Coding for Display Button

```
Sub Button1Click(sender As Object, e As EventArgs)
Dim day As Integer
day=CInt(textBox1.Text)
Select Case day
        Case 1
                label2.Text="Monday"
        Case 2
                label2.Text="Tuesday"
        Case 3
                label2.Text="Wednesday"
        Case 4
                label2.Text="Thursday"
        Case 5
                label2.Text="Friday"
        Case 6
                label2.Text="Saturday"
        Case 7
                label2.Text="Sunday"
        Case Else
                label2.Text="Enter a day between 1 and 7"

 End Select
End Sub
```

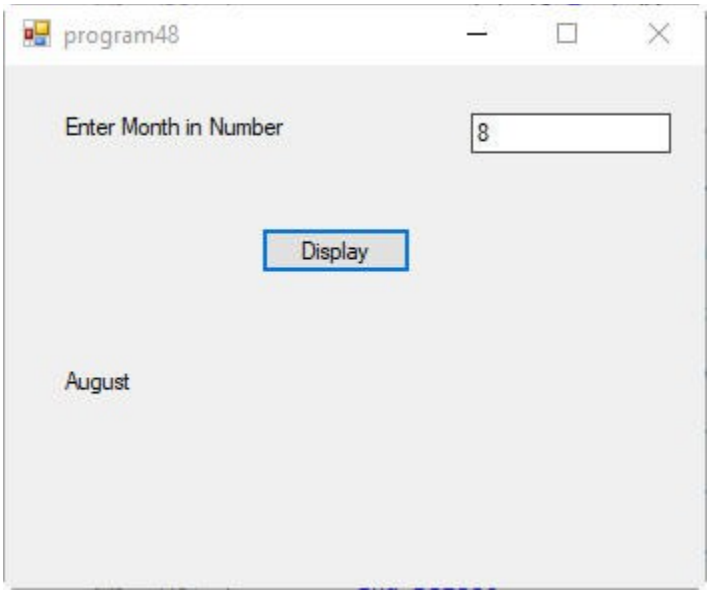
47. Program to demonstrate stack cases in select case statement



Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim day As Integer
        day=CInt(textBox1.Text)
        Select Case day
                Case 1,2
                        label2.Text="Monday or Tuesday"
                Case Else
                        label2.Text="Day other than Monday or Tuesday"
        End Select
       End Sub
```

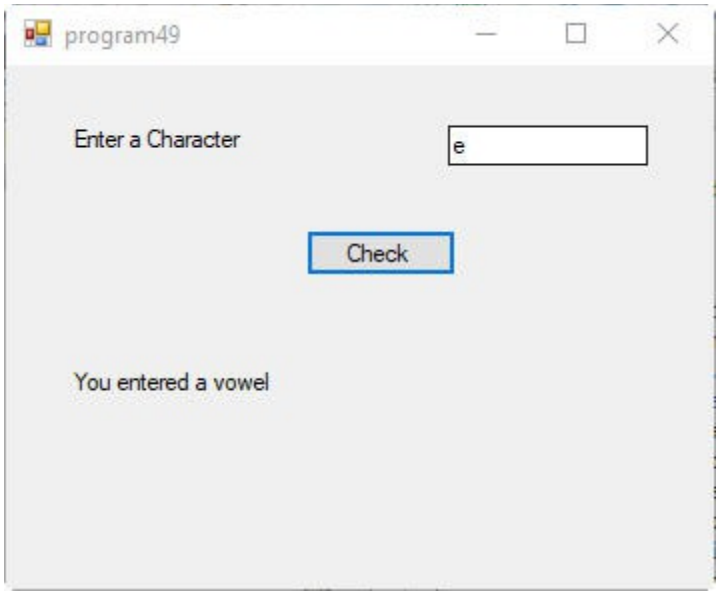
48. Program to input month in number and display month in words using select statement



Coding for Display Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim month As Integer
        month=CInt(textBox1.Text)
        Select Case month
                Case 1
                        label2.Text="January"
                Case 2
                        label2.Text="February"
                Case 3
                        label2.Text="March"
                Case 4
                        label2.Text="April"
                Case 5
                        label2.Text="May"
                Case 6
                        label2.Text="June"
                Case 7
                        label2.Text="July"
                Case 8
                        label2.Text="August"
                Case 9
                        label2.Text="September"
                Case 10
                        label2.Text="October"
                Case 11
                        label2.Text="November"
                Case 12
                        label2.Text="December"
                Case Else
                        label2.text="Enter a Month between 1 and 12"
        End Select
       End Sub
```

49. Program to input a character from user and check whether it is vowel or not using select statement

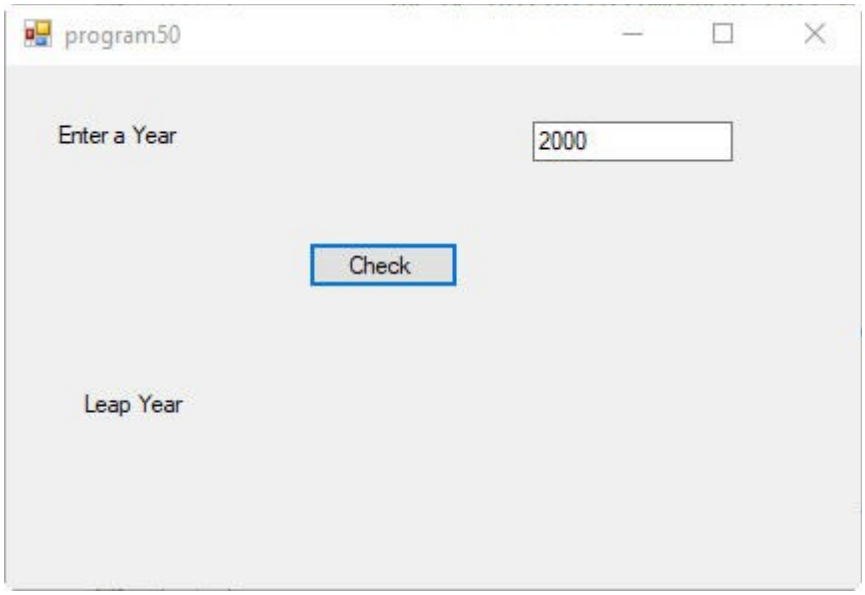


Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
 Dim a As Char
 a=textBox1.Text.Chars(0)
 Select Case a
        Case "a"
              label2.Text="You entered a vowel"
        Case "e"
              label2.Text="You entered a vowel"
        Case "i"
              label2.Text="You entered a vowel"
        Case "o"
              label2.Text="You entered a vowel"
        Case "u"
              label2.Text="You entered a vowel"
        Case Else
              label2.Text="You have not entered a vowel"
 End Select

End Sub
```

50. Program to input year in number and check whether year is a leap year or not

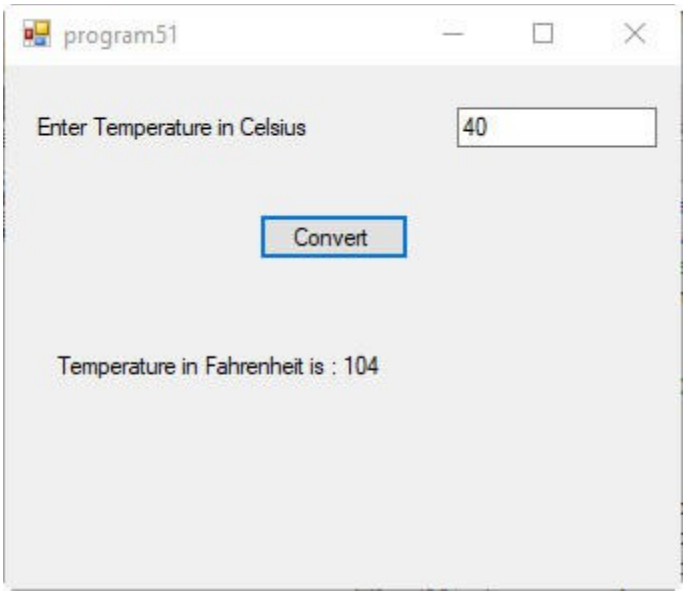


Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim year As Integer
        year=CInt(textBox1.Text)
        If year Mod 100=0 Or year Mod 400 =0 Then
                label2.Text="Leap Year"
        Else
                If year Mod 4=0 Then
                        label2.Text="Leap Year"
                Else
                        label2.Text="Not a Leap Year"
                End If

        End If
       End Sub
```

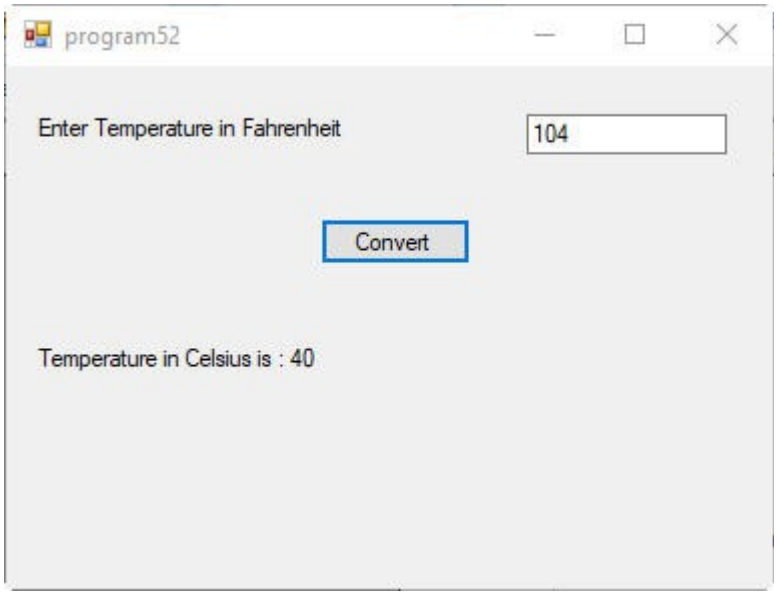
51. Program to input temperature in celsius and convert it to fahrenheit using formula conv=(1.8*temp)+32



Coding for Convert Button

```
Sub Button1Click(sender As Object, e As EventArgs)
 Dim temp As Double
 Dim conv As Double
 temp=CDbl(textBox1.Text)
 conv=(1.8*temp)+32
 label2.Text="Temperature in Fahrenheit is : " + CStr(conv)
End Sub
```

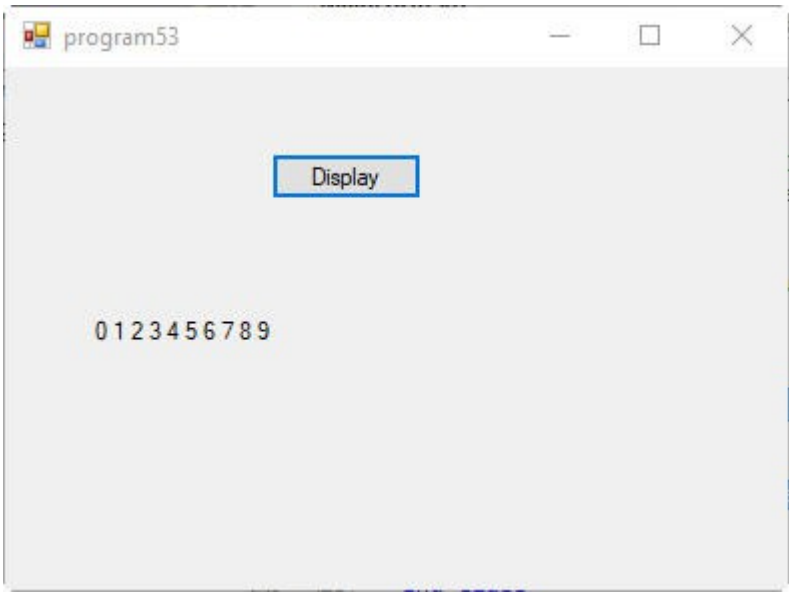
52. Program to input temperature in fahrenheit and convert it to celsius



Coding for Convert Button

```
Sub Button1Click(sender As Object, e As EventArgs)
 Dim temp,conv As Double
 temp=CDbl(textBox1.Text)
 conv=(temp-32)/1.8
 label2.Text="Temperature in Celsius is : " + CStr(conv)
End Sub
```

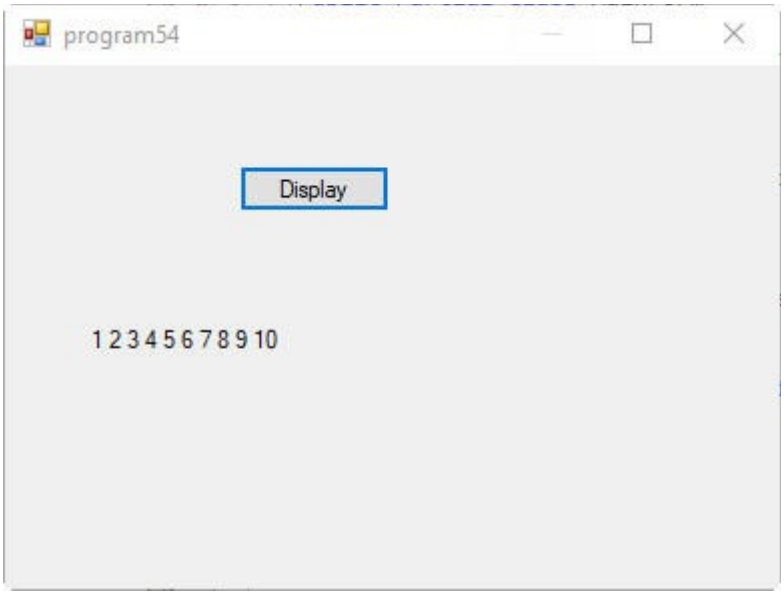
53. Program to display numbers from 0 to 9 using for loop



Coding for Display Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim i As Integer
        For i = 0 To 9
                label1.Text=label1.Text + " " + CStr(i)
        Next
       End Sub
```

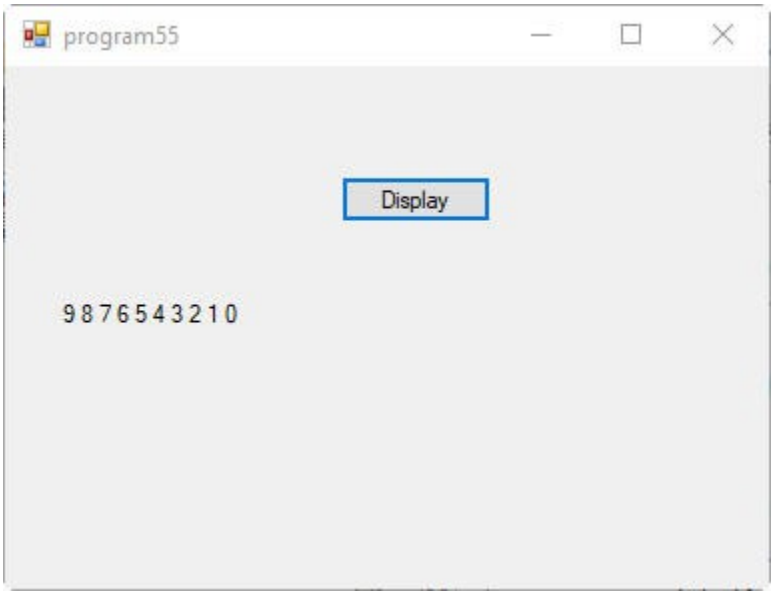
54. Program to display numbers from 1 to 10 using for loop



Coding for Display Button

```
Sub Button1Click(sender As Object, e As EventArgs)
Dim i As Integer
 For i = 1 To 10
          label1.Text=label1.Text + " " + CStr(i)
 Next
End Sub
```

55. Program to display numbers from 9 to 0 using for loop (in reverse order)

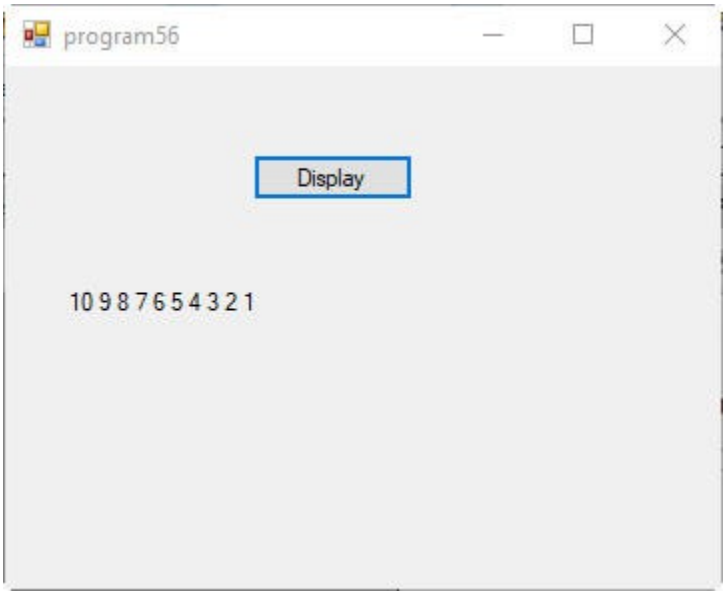


Coding for Display Button

```
Sub Button1Click(sender As Object, e As EventArgs)
Dim i As Integer
```

```
For i = 9 To 0 Step -1
        label1.Text=label1.Text + " " + CStr(i)
Next
End Sub
```

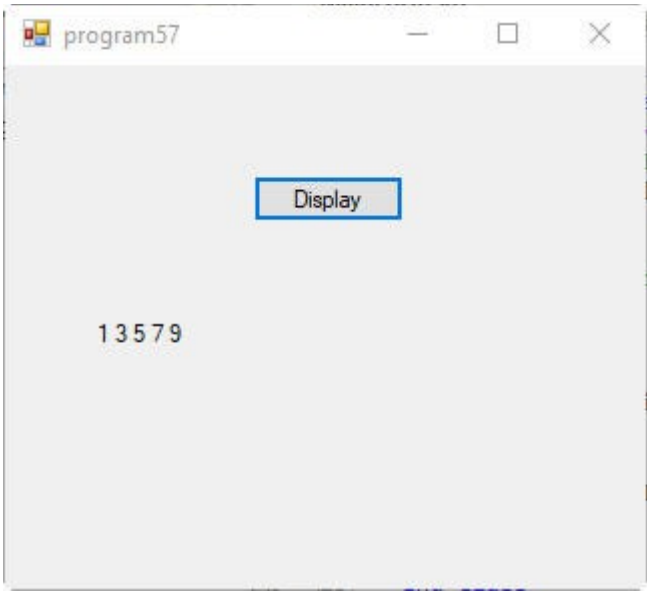
56. Program to display numbers from 10 to 1 using for loop (in reverse order)



Coding for Display Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim i As Integer
        For i = 10 To 1 Step -1
                label1.Text=label1.Text + " " + CStr(i)
        Next
End Sub
```

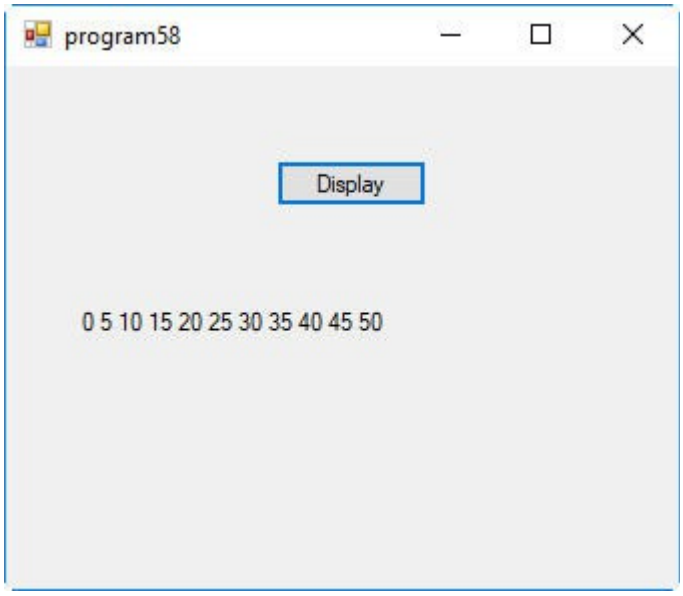
57. Program to print numbers from 1 to 10 using for loop with a gap of 2 between the numbers



Coding for Display Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim i As Integer
        For i = 1 To 10 Step 2
                label1.Text=label1.Text + " " + CStr(i)
        Next
End Sub
```

58. Program to display numbers from 0 to 50 using for loop with a gap of 5 between the numbers

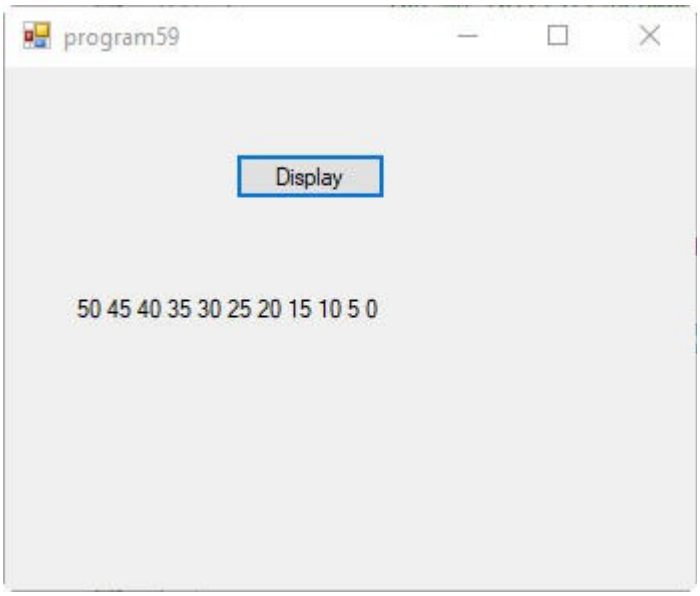


Coding for Display Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim i As Integer
```

```
        For i = 0 To 50 Step 5
            label1.Text=label1.Text + " " + CStr(i)
        Next
    End Sub
```

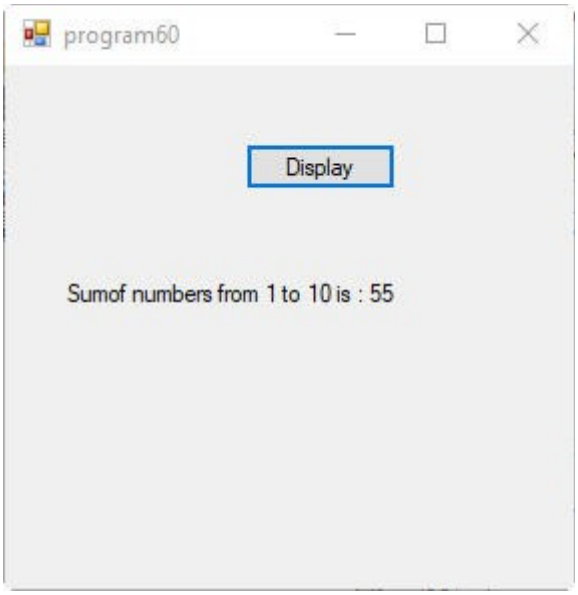
59. Program to display numbers from 50 to 1 using for loop (in reverse order)



Coding for Display Button

```
    Sub Button1Click(sender As Object, e As EventArgs)
        Dim i As Integer
        For i = 50 To 0 Step -5
            label1.Text=label1.Text + " " + CStr(i)
        Next
    End Sub
```

60. Program to calculate sum of numbers from 1 to 10 using for loop

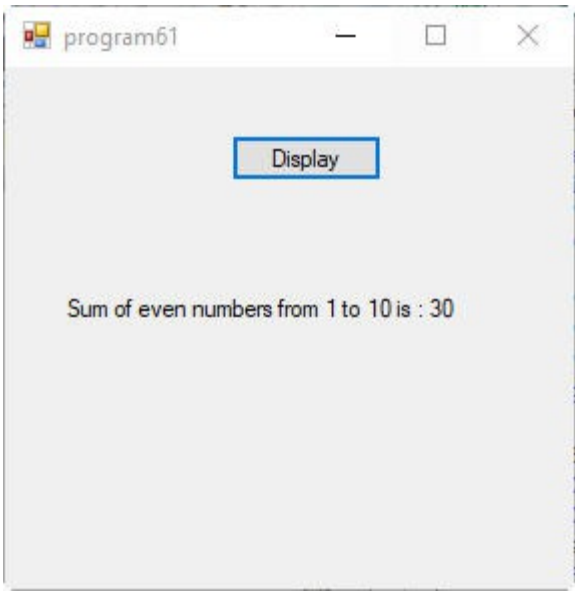


Coding for Display Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim i,sum As Integer
        sum=0
        For i=1 To 10
                sum=sum+i
        Next
        label1.Text="Sum of numbers from 1 to 10 is : " + CStr(sum)

End Sub
```

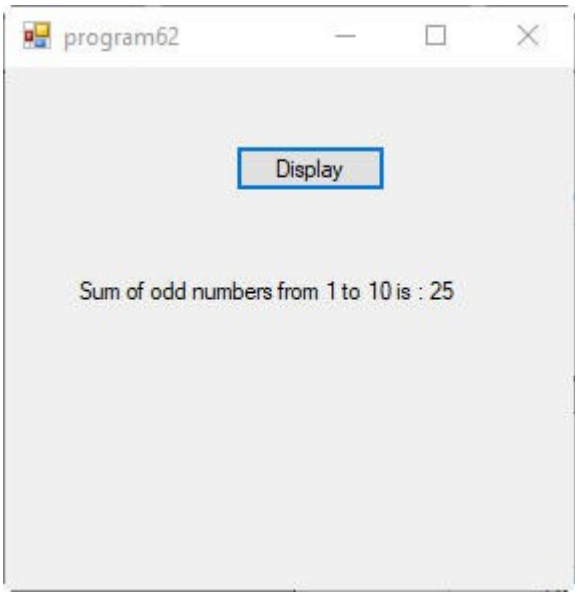
61. Program to calculate sum of even numbers from 1 to 10 using for loop



Coding for Display Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim i As Integer
        Dim sumeven As Integer
        sumeven=0
        For i=1 To 10
                If i Mod 2=0 Then
                        sumeven=sumeven+i
                End If
        Next
        label1.Text="Sum of even numbers from 1 to 10 is : " + CStr(sumeven)
End Sub
```

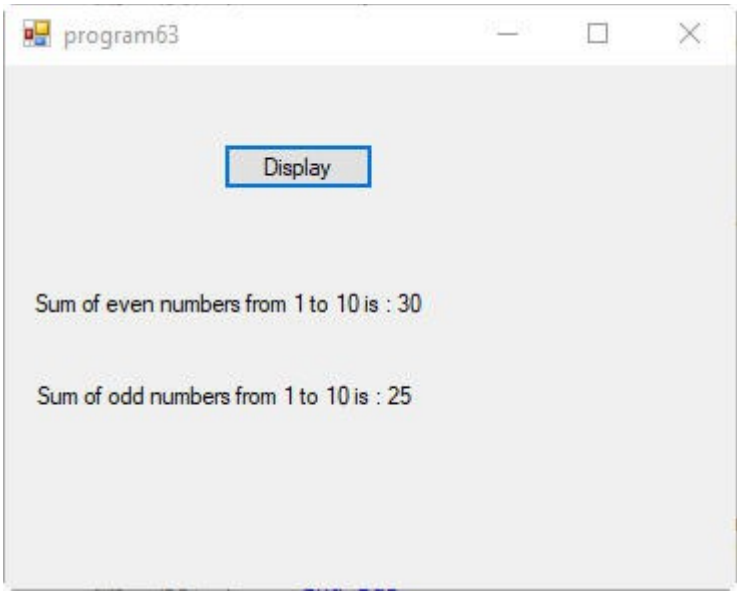
62. Program to calculate sum of odd numbers from 1 to 10 using for loop



Coding for Display Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim i As Integer
        Dim sumodd As Integer
        sumodd=0
        For i=1 To 10
                If i Mod 2=1 Then
                        sumodd=sumodd+i
                End If
        Next
        label1.Text="Sum of odd numbers from 1 to 10 is : " + CStr(sumodd)
End Sub
```

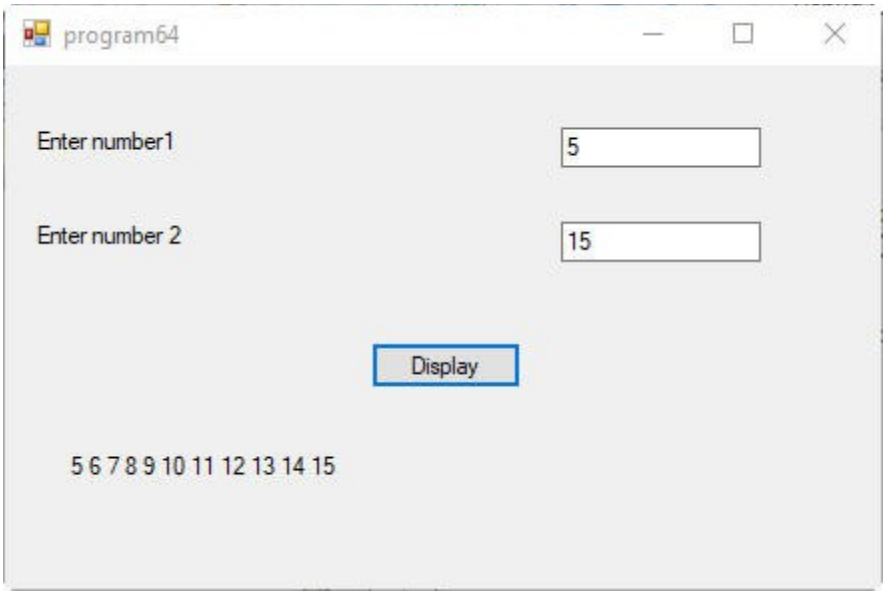
63. Program to calculate sum of even numbers and odd numbers from 1 to 10 using for loop



Coding for Display Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim i As Integer
        Dim sumeven,sumodd As Integer
        sumeven=0
        sumodd=0
        For i=1 To 10
                If i Mod 2=0 Then
                        sumeven=sumeven+i
                Else
                        sumodd=sumodd+i
                End If
        Next
        label1.Text="Sum of even numbers from 1 to 10 is : " + CStr(sumeven)
        label2.Text="Sum of odd numbers from 1 to 10 is : " + CStr(sumodd)
End Sub
```

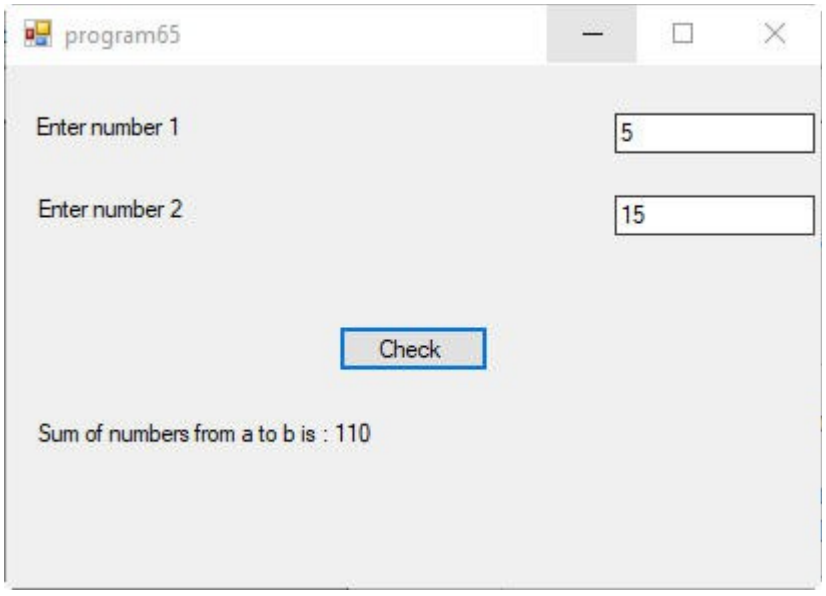
64. Program to input two numbers and display numbers between them



Coding for Display Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim i As Integer
        Dim a,b As Integer
        a=CInt(textBox1.Text)
        b=CInt(textBox2.Text)
        For i=a To b
            label3.Text=label3.Text + " " + CStr(i)
        Next
    End Sub
```

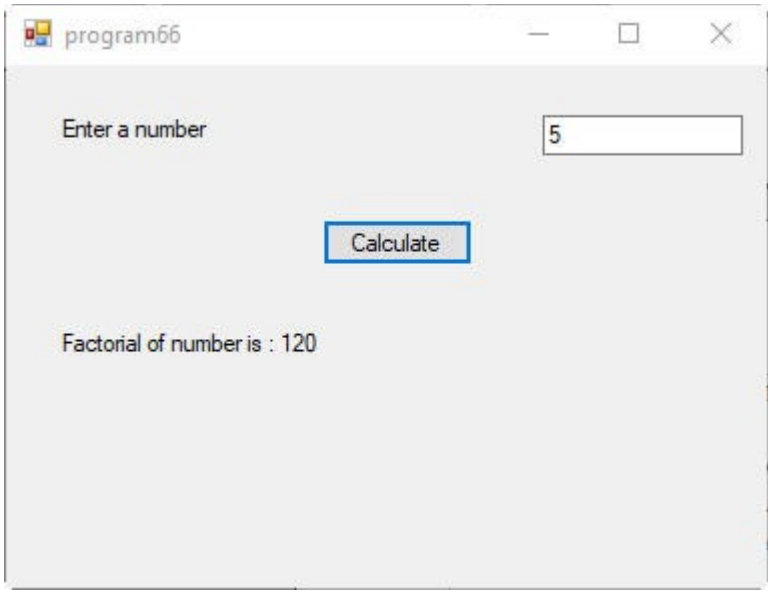
65. Program to input two numbers and calculate sum of numbers between two numbers using for loop



Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim i,a,b As Integer
        Dim sum As Integer
        sum=0
        a=CInt(textBox1.Text)
        b=CInt(textBox2.Text)
        For i=a To b
                sum=sum+i
        Next
        label3.Text="Sum of numbers from a to b is : " + CStr(sum)
End Sub
```

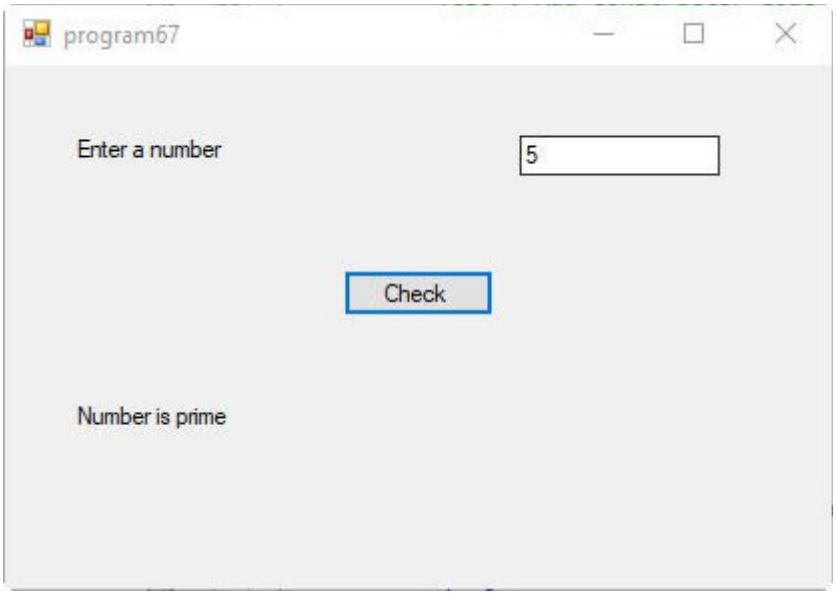
66. Program to input a number and calculate factorial of number using for loop



Coding for Calculate Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim i,a As Integer
        Dim fact As Integer
        fact=1
        a=CInt(textBox1.Text)
        For i=1 To a
                fact=fact*i
        Next
        label2.Text="Factorial of number is : " + CStr(fact)
End Sub
```

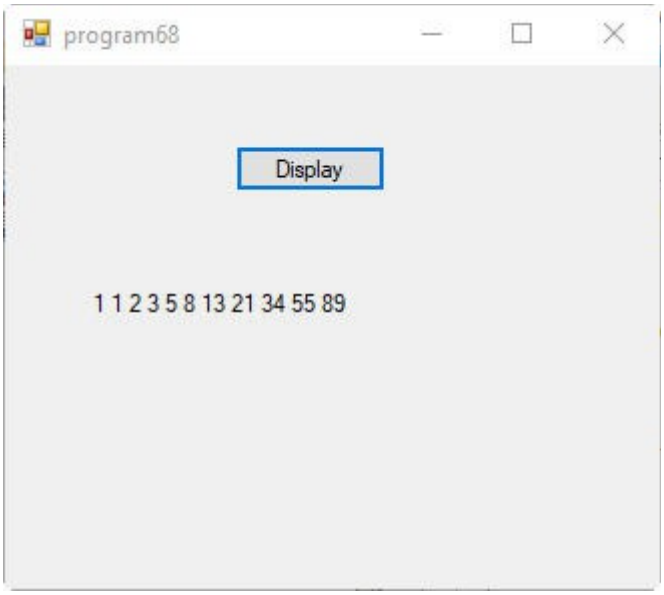
67. Program to input a number and check whether the number is prime or not using for loop



Coding for Check Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim i As Integer
        Dim a As Integer
        Dim prime As Integer
        prime=1
        a=CInt(textBox1.Text)
        For i=2 To a/2
            If a Mod i =0 Then
                prime=0
                Exit for
            End If
        Next
        If prime=1 Then
            label2.Text="Number is prime"
        Else
            label2.Text="Number is not prime"
        End If
    End Sub
```

68. Program to display first 11 terms of fibonicci series using for loop

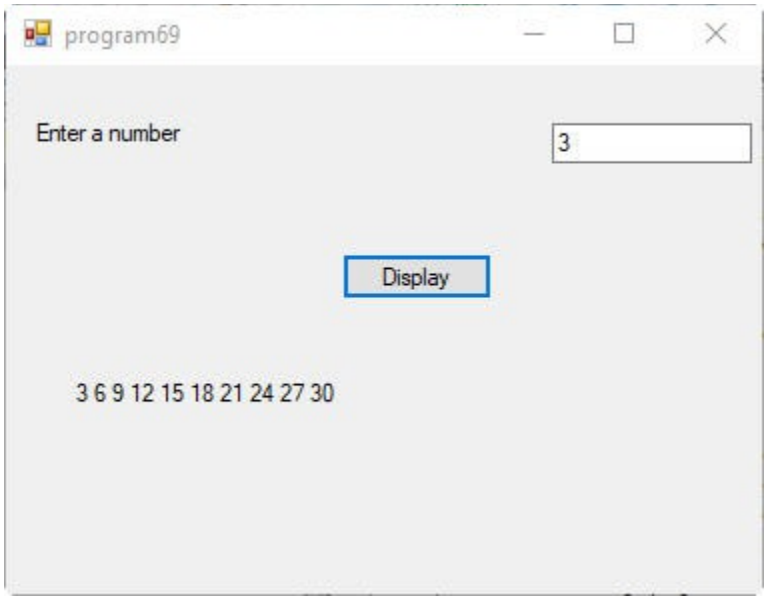


Coding for Display Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim i  As Integer
        Dim a,b,c As Integer
        a=1
        b=1
        label1.Text=label1.Text + " " + CStr(a)
        label1.Text=label1.Text + " " + CStr(b)

        For i=2 To 10
                c=a+b
                label1.Text=label1.Text + " " + CStr(c)
                a=b
                b=c
        Next
End Sub
```

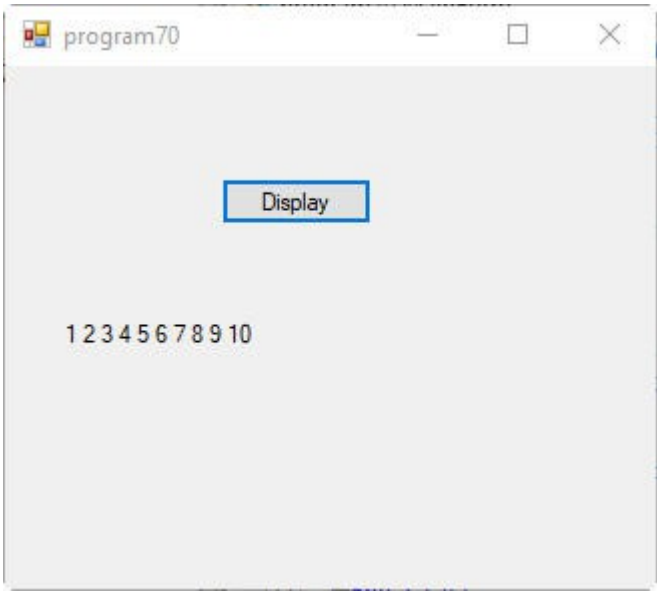
69. Program to input a number and display table of number from 1 to 10 using for loop



Coding for Display Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim i As Integer
        Dim a As Integer
        a=CInt(textBox1.Text)
        For i=1 To 10
                label2.Text=label2.Text+ " " + Cstr(i*a)
        Next
End Sub
```

70. Program to display numbers from 1 to 10 using while loop

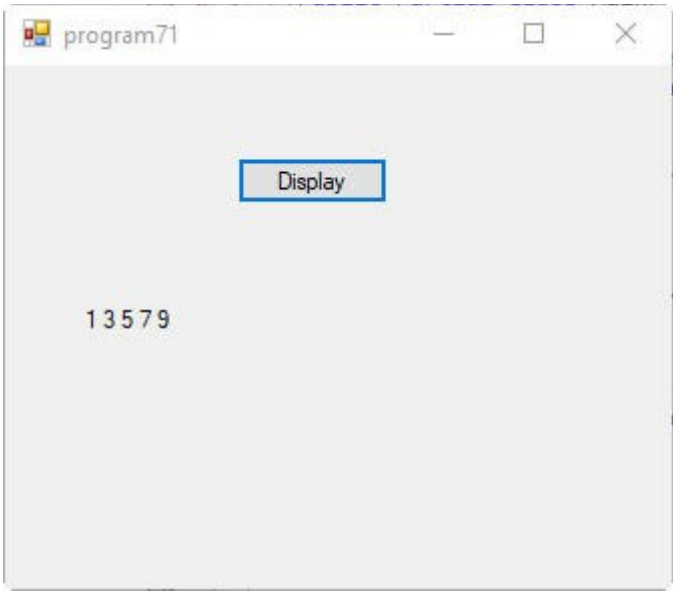


Coding for Display Button

```
Sub Button1Click(sender As Object, e As EventArgs)
```

```
        Dim i As Integer
        i=1
        While i<=10
            label1.Text=label1.Text + " " + CStr(i)
            i=i+1
        End While
    End Sub
```

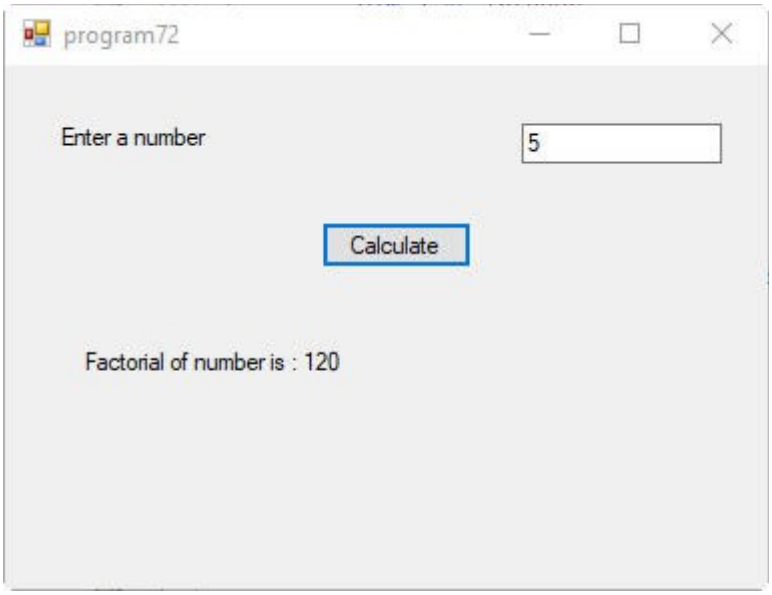
71. Program to display numbers from 1 to 10 with a gap of 2 between the numbers using while loop



Coding for Display Button

```
    Sub Button1Click(sender As Object, e As EventArgs)
        Dim i As Integer
        i=1
        While i<=10
            label1.Text=label1.Text + " " + CStr(i)
            i=i+2
        End While
    End Sub
```

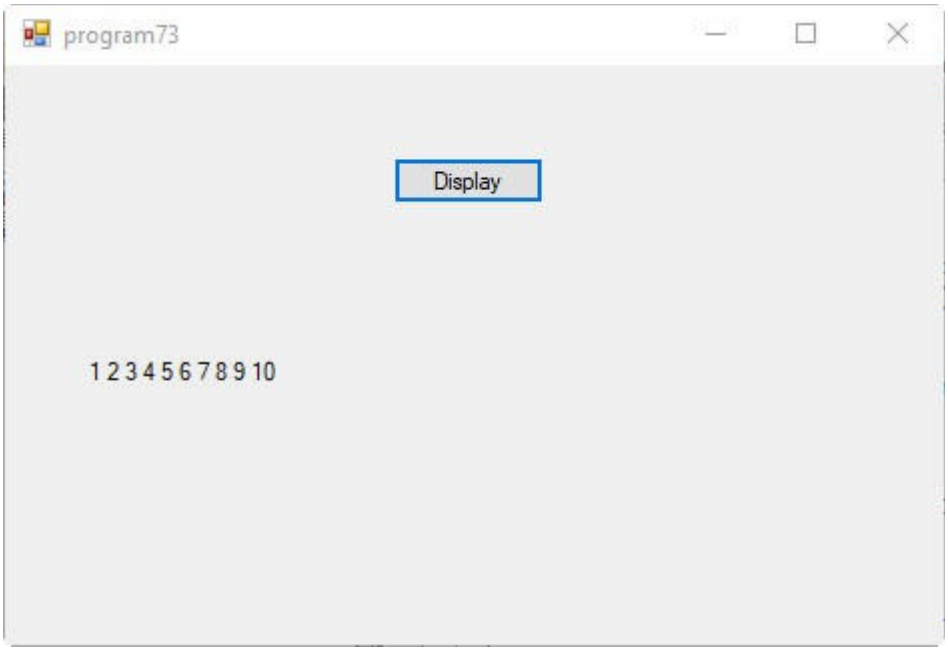
72. Program to input a number and calculate factorial of number using while loop



Coding for Calculate Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim i As Integer
        Dim a As Integer
        Dim fact As Integer
        fact=1
        i=1
        a=CInt(textBox1.Text)
        While i<=a
                fact=fact* i
                i=i+1
        End While
        label2.Text="Factorial of number is : " + CStr(fact)
End Sub
```

73. Program to demonstrate Do while loop to print numbers from 1 to 10



Coding for Display Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim i As Integer
        i=1
        Do
                label1.Text=label1.Text + " " + Cstr(i)
                i=i+1
        Loop While i<=10
End Sub
```

74. Program to demonstrate Do Until loop to print numbers from 10 to 1

Coding for Display Button

```
Sub Button1Click(sender As Object, e As EventArgs)
        Dim i As Integer
        i=10
        Do
                label1.Text=label1.Text + " " + CStr(i)
                i=i-1
        Loop Until i=0
End Sub
```