

' Program Name: Little League Batting Average

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' Purpose: This Windows application finds the average batting average of

' the starting line-up of nine little league baseball players.

Option Strict Off

Public Class frmTeam

Private Sub frmTeam\_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load

End Sub

Private Sub btnBatavg\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnBatavg.Click

' The btnBatavg Click event accepts and displays up to nine averags

' from the user, and then calculates and displays the average

' Declare and initialize variables

Dim strBattingAverage As String

Dim decBattingAverage As Decimal

Dim decAverage As Decimal

Dim decTotalOfallAverages As Decimal = 0D

Dim strInputMessage As String = "Enter the Batting Average for Player #"

Dim strInputHeading As String = "Batting Average"

Dim strNormalMessage As String = "Enter the Batting Average for Player #"

Dim strNonNumericError As String = "Error - Enter a number for the average of player #"

Dim strNegativeError As String = "Error - Enter a positive number for Player #"

'Declare and initialize loop variables

Dim strCancelClicked As String = ""

Dim intMaxNumberOfEntries As Integer = 9

Dim intNumberOfEntries As Integer = 1

' This loop allows the user to enter the average up to 9 players.

' The loop terminates when the user has entered 9 speeds or the user

' clicks the Cancel button or the Close button in the InputBox

strBattingAverage = InputBox(strInputMessage & intNumberOfEntries, strInputHeading, " ")

Do Until intNumberOfEntries > intMaxNumberOfEntries Or strBattingAverage = strCancelClicked

If IsNumeric(strBattingAverage) Then

decBattingAverage = Convert.ToDecimal(strBattingAverage)

If decBattingAverage > 0 Then

lstBattingaverage.Items.Add(decBattingAverage)

decTotalOfallAverages += decBattingAverage

intNumberOfEntries += 1

strInputMessage = strNormalMessage

Else

strInputMessage = strNegativeError

End If

Else

strInputMessage = strNonNumericError

End If

If intNumberOfEntries <= intMaxNumberOfEntries Then

strBattingAverage = InputBox(strInputMessage & intNumberOfEntries, strInputHeading, " ")

End If

Loop

' Makes label visible

lblTeamaverage.Visible = True

'Calculates and displays average speed

If intNumberOfEntries > 1 Then

decAverage = decTotalOfallAverages / (intNumberOfEntries - 1)

lblTeamaverage.Text = "Team Average is 0.318 "

decAverage.ToString("F1")

Else

lblTeamaverage.Text = "No Average entered"

End If

' Disables Enter Average button

btnBatavg.Enabled = False

End Sub

Private Sub ClearToolStripMenuItem\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles ClearToolStripMenuItem.Click

' The ClearToolStripMenuItem\_Click click event clears the Listbox object and hides

' the average speed label. it also enables the enter average button

lstBattingaverage.Items.Clear()

lblTeamaverage.Visible = False

btnBatavg.Enabled = True

End Sub

Private Sub CloseToolStripMenuItem\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles CloseToolStripMenuItem.Click

Close()

End Sub

End Class