

Using Variables

APPLICATION - DOUBLE YOUR AGE

1. Create the following interface. Name and adjust the objects accordingly.

Object	Name	Caption/Text
Label	lblage	Enter your age:
Label	lblagedoubleinstructions	Your age doubled is:
Textbox	txtage	Blank (empty)
Label	lblagedoubled	Blank (empty)
Button	btnagedoubled	Double Your Age
Button	btnend	End



2. Double-click on the Double Your Age button and enter the following code inside the button procedure.

```
Private Sub btnagedoubled_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnagedoubled.Click
```

```
    Dim intage As Integer
    Dim intagedoubled As Integer

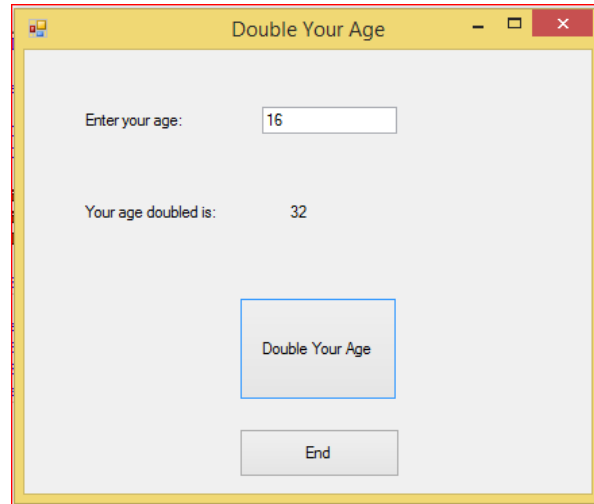
    intage = txtage.Text           'obtains user's age
    intagedoubled = intage * 2     'doubles user's age
    lblagedoubled.Text = intagedoubled 'displays user's age doubled in the label
```

```
End Sub
```

Double-click on the End button and enter the following code inside the button procedure.

```
Private Sub btnend_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnend.Click
    End 'ends program
End Sub
```

This is what the interface should look like after a user types in 16 for age.



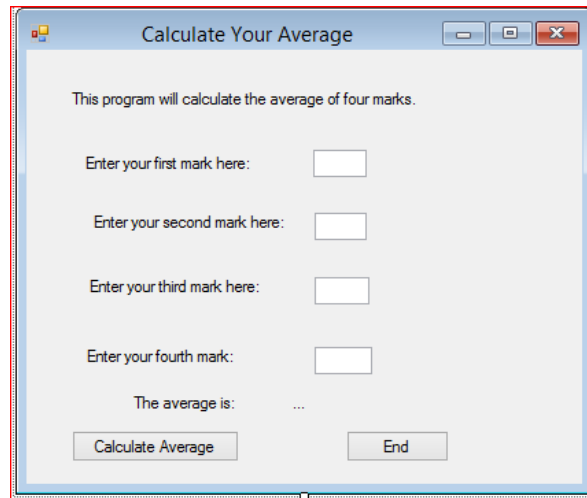
- Run your program and check for any errors.

Save the program as: agedoubled_yourlastname

APPLICATION 2 – CALCULATE YOUR AVERAGE

- Create the following interface. Name and adjust the objects accordingly.

Object	Name	Caption/Text
Label	lblinstruction	This program will calculate the average of four marks.
Textbox	txtmark1	(blank)
Textbox	txtmark2	(blank)
Textbox	txtmark3	(blank)
Textbox	txtmark4	(blank)
Label	lblmark1	Enter your first mark here.
Label	lblmark2	Enter your second mark here.
Label	lblmark3	Enter your third mark here.
Label	lblmark4	Enter your fourth mark here.
Label	lbldisplayaverage	The average is:
Label	blaverage	(blank)
Button	btnaverage	Calculate Average
Button	btnend	End



2. Enter the following code in the *btncalculateaverage_Click()* procedure:

```
Private Sub btncalculateaverage_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btncalculateaverage.Click
```

```
    Dim dblmark1 As Double, dblmark2 As Double, dblmark3 As Double, dblmark4 As Double
    Dim dblaverage As Double
```

```
    dblmark1 = txtmark1.Text
    dblmark2 = txtmark2.Text
    dblmark3 = txtmark3.Text
    dblmark4 = txtmark4.Text
```

```
    dblaverage = (dblmark1 + dblmark2 + dblmark3 + dblmark4) / 4
    lblaverage.text = dblaverage
```

```
End Sub
```

3. Enter the code into the *End* button so that the program will end when this button is clicked.

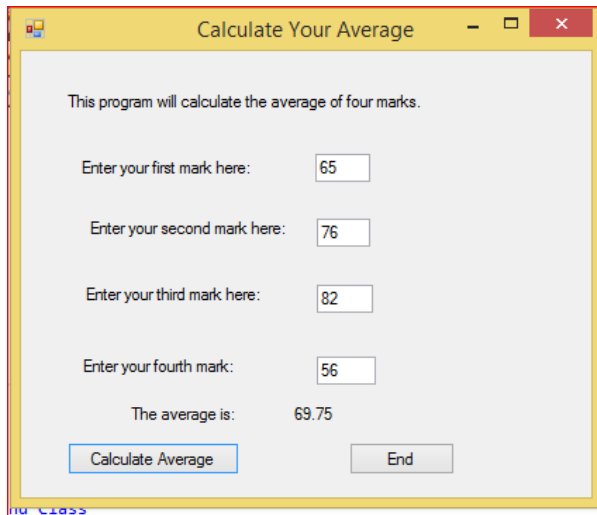
```
Private Sub btnend_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnend.Click
```

```
    End
```

```
End Sub
```

4. Comment the lines of code above. You do not need to comment EVERY textbox, since they each do similar things. To comment, use the apostrophe (') before each comment so it does not affect the code.

5. The interface should look like this when the user types in values:



Save the project as: **average_yourlastname**