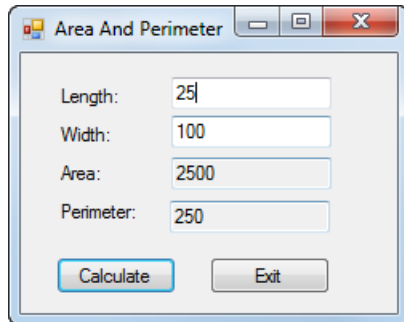


Calculate area and perimeter

In this exercise, you'll create a form that accepts the length and width of a rectangle from the user and then calculates the area and perimeter of the rectangle.

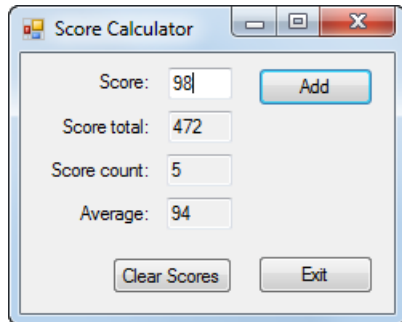


The screenshot shows a standard Windows application window with a title bar that says "Area And Perimeter". Inside the window, there are four text input fields arranged vertically. The first field is labeled "Length:" and contains the number "25". The second field is labeled "Width:" and contains the number "100". The third field is labeled "Area:" and contains the number "2500". The fourth field is labeled "Perimeter:" and contains the number "250". Below these fields, there are two buttons: a blue "Calculate" button and a grey "Exit" button.

1. Start a new project named AreaAndPerimeter.
2. Add labels, text boxes, and buttons to the default form and set the properties of the form and its controls so they appear as shown above. When the user presses the Enter key, the Click event of the Calculate button should fire. When the user presses the Esc key, the Click event of the Exit button should fire.
3. Create an event handler for the Click event of the Calculate button. This event handler should get the values the user enters for the length and width, calculate and display the area ($\text{length} \times \text{width}$) and perimeter ($2 \times \text{length} + 2 \times \text{width}$), and move the focus to the Length text box. It should provide for decimal entries, but you can assume that the user will enter valid decimal values.
4. Create an event handler for the Click event of the Exit button that closes the form.
5. Test the application to be sure it works correctly.

Accumulate test score data

In this exercise, you'll create a form that accepts one or more scores from the user. Each time a score is added, the score total, score count, and average score are calculated and displayed.

A screenshot of a Windows-style application window titled "Score Calculator". The window has a standard title bar with minimize, maximize, and close buttons. Inside the window, there are four text boxes with labels to their left: "Score:" containing "98", "Score total:" containing "472", "Score count:" containing "5", and "Average:" containing "94". To the right of the "Score:" text box is a blue "Add" button. At the bottom of the window are two buttons: "Clear Scores" and "Exit".

1. Start a new project named ScoreCalculator.
2. Add labels, text boxes, and buttons to the default form and set the properties of the form and its controls so they appear as shown above. When the user presses the Enter key, the Click event of the Add button should fire. When the user presses the Esc key, the Click event of the Exit button should fire.
3. Declare two class variables to store the score total and the score count.
4. Create an event handler for the Click event of the Add button. This event handler should get the score the user enters, calculate and display the score total, score count, and average score, and move the focus to the Score text box. It should provide for integer entries, but you can assume that the user will enter valid integer values.
5. Create an event handler for the Click event of the Clear Scores button. This event handler should set the two class variables to zero, clear the text boxes on the form, and move the focus to the Score text box.
6. Create an event handler for the Click event of the Exit button that closes the form.
7. Test the application to be sure it works correctly.