

```
1 // Grading ID: A1340
2 // Program 2
3 // Due 10/22/2017
4 // Section CIS-199-01
5 using System;
6 using System.Collections.Generic;
7 using System.ComponentModel;
8 using System.Data;
9 using System.Drawing;
10 using System.Linq;
11 using System.Text;
12 using System.Threading.Tasks;
13 using System.Windows.Forms;
14
15 namespace Program_2
16 {
17     public partial class Form1 : Form
18     {
19         public Form1()
20         {
21             InitializeComponent();
22         }
23         // The event is initialized by the button clicking to display time and date.
24         private void CalculateButton_Click(object sender, EventArgs e)
25         {
26             // Variables that are used to help tell day and time for class standings.
27             const string SENIOR_DAY = "Friday, November 3rd";
28             const string JUNIOR_DAY = "Monday, November 6th";
29             const string SOPHOMORE_DAY1 = "Tuesday, November 7th";
30             const string SOPHOMORE_DAY2 = "Wednesday, November 8th";
31             const string FRESHMAN_DAY1 = "Thursday, November 9th";
32             const string FRESHMAN_DAY2 = "Friday, November 10th";
33             const string TIME1 = "@ 8:30am.";
34             const string TIME2 = "@ 10:00am.";
35             const string TIME3 = "@ 11:30am.";
36             const string TIME4 = "@ 2:00pm.";
37             const string TIME5 = "@ 4:00pm.";
38
39             char lastName; // Input from the User
40             char upperLastName; // Turns whatever letter inputed into a capital letter
41
42
43             lastName = char.Parse(LastNameTextbox.Text);
44             upperLastName = char.ToUpper(lastName);
45
46
47
48             if (Seniorradiobutton.Checked == true || Juniorradiobutton.Checked == true)
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49         {
50             if (Seniorradiobutton.Checked == true)
51                 DayLabel.Text = SENIOR_DAY;
52             else
53                 DayLabel.Text = JUNIOR_DAY;
54             if (upperLastName <= 'D')
55                 TimeLabel.Text = TIME2;
56             else
57                 if (upperLastName <= 'I')
58                     TimeLabel.Text = TIME3;
59                 else
60                     if (upperLastName <= 'O')
61                         TimeLabel.Text = TIME4;
62                     else
63                         if (upperLastName <= 'S')
64                             TimeLabel.Text = TIME5;
65                         else
66                             if (upperLastName <= 'Z')
67                                 TimeLabel.Text = TIME1;
68         }
69
70     if (Sophmoreradiobutton.Checked == true)
71     {
72         if (upperLastName >= 'G' && upperLastName <= 'S')
73         {
74             DayLabel.Text = SOPHOMORE_DAY2;
75             if (upperLastName <= 'B' || upperLastName >= 'M' &&
76                 upperLastName <= 'O')
77                 TimeLabel.Text = TIME3;
78             else if (upperLastName <= 'D' || upperLastName >= 'P' &&
79                 upperLastName <= 'Q')
80                 TimeLabel.Text = TIME4;
81             else if (upperLastName <= 'F' || upperLastName >= 'R' &&
82                 upperLastName <= 'S')
83                 TimeLabel.Text = TIME5;
84             else if (upperLastName <= 'I' || upperLastName >= 'T' &&
85                 upperLastName <= 'V')
86                 TimeLabel.Text = TIME1;
87             else
88                 TimeLabel.Text = TIME2;
89         }
90     }
91     else
92     {
93         DayLabel.Text = SOPHOMORE_DAY1;
94         if (upperLastName <= 'B' || upperLastName >= 'M' &&
95             upperLastName <= 'O')
96             TimeLabel.Text = TIME3;
97         else if (upperLastName <= 'D' || upperLastName >= 'P' &&
98             upperLastName <= 'Q')
99             TimeLabel.Text = TIME4;
100        else if (upperLastName <= 'F' || upperLastName >= 'R' &&
101            upperLastName <= 'S')
```

```
94         TimeLabel.Text = TIME5;
95         else if (upperLastName <= 'I' || upperLastName >= 'T' &&
96             upperLastName <= 'V')
97             TimeLabel.Text = TIME1;
98         else
99             TimeLabel.Text = TIME2;
100     }
101 }
102
103 if (Freshmanradiobutton.Checked == true)
104 {
105     if (upperLastName >= 'G' && upperLastName <= 'S')
106     {
107         DayLabel.Text = FRESHMAN_DAY2;
108         if (upperLastName <= 'B' || upperLastName >= 'M' &&
109             upperLastName <= 'O')
110             TimeLabel.Text = TIME3;
111         else if (upperLastName <= 'D' || upperLastName >= 'P' &&
112             upperLastName <= 'Q')
113             TimeLabel.Text = TIME4;
114         else if (upperLastName <= 'F' || upperLastName >= 'R' &&
115             upperLastName <= 'S')
116             TimeLabel.Text = TIME5;
117         else if (upperLastName <= 'I' || upperLastName >= 'T' &&
118             upperLastName <= 'V')
119             TimeLabel.Text = TIME1;
120         else
121             TimeLabel.Text = TIME2;
122     }
123     else
124     {
125         DayLabel.Text = FRESHMAN_DAY1;
126         if (upperLastName <= 'B' || upperLastName >= 'M' &&
127             upperLastName <= 'O')
128             TimeLabel.Text = TIME3;
129         else if (upperLastName <= 'D' || upperLastName >= 'P' &&
130             upperLastName <= 'Q')
131             TimeLabel.Text = TIME4;
132         else if (upperLastName <= 'F' || upperLastName >= 'R' &&
133             upperLastName <= 'S')
134             TimeLabel.Text = TIME5;
135         else if (upperLastName <= 'I' || upperLastName >= 'T' &&
136             upperLastName <= 'V')
137             TimeLabel.Text = TIME1;
138         else
139             TimeLabel.Text = TIME2;
140     }
141 }
```

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140

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142

143 }

144 }

145 }

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