

```

19 public partial class AdmissionForm : Form
20 {
21     // This program makes an admission decision based on a student's
22     // high school GPA and admission test score. A student is accepted
23     // if the student meets either of the following requirements:
24     // - A GPA 3.0 or higher and an admission test score of at least 60
25     // - A GPA of less than 3.0 and an admission test score of at least 80
26     // If the student does not meet either qualification criteria, then reject
27     // Running counts of number of applicants accepted/rejected are maintained.
28     private uint numAccepted = 0; // Total applicants accepted
29     private uint numRejected = 0; // Total applicants rejected
30     public AdmissionForm()
31     {
32         InitializeComponent();
33     }
34     private void admitBtn_Click(object sender, EventArgs e)
35     {
36         const double GPA_THRESH = 3.0; // GPA where decision rules change
37         const uint LOW_SCORE = 60; // Admission score needed w/high GPA
38         const uint HIGH_SCORE = 80; // Admission score needed w/lower GPA
39         double gpa; // Entered GPA, valid 0.0 - 4.0
40         uint testScore; // Entered test score, valid >= 0 (implied by type)
41         bool accepted; // Was applicant accepted or not?
42         // Parse input from user - TryParse is required
43         if (double.TryParse(gpaTxt.Text, out gpa))
44         {
45             if (uint.TryParse(scoreTxt.Text, out testScore))
46             {
47                 // Make admission decision
48                 if ((gpa >= GPA_THRESH) && (testScore >= LOW_SCORE) ||
49                     (gpa < GPA_THRESH) && (testScore >= HIGH_SCORE))
50                     accepted = true;
51                 else
52                     accepted = false;
53                 if (accepted)
54                 {
55                     decisionLbl.Text = "Accept";
56                     numAccepted += 1; // Increment counter
57                     numAcceptedLbl.Text = numAccepted.ToString();
58                 }
59                 else // Rejected
60                 {
61                     decisionLbl.Text = "Reject";
62                     numRejected += 1; // Increment counter
63                     numRejectedLbl.Text = numRejected.ToString();
64                 }
65             }
66             else
67                 MessageBox.Show("Enter a non-negative test score!");
68         }
69         else
70             MessageBox.Show("Enter a valid GPA!");

```

The screenshot shows a window titled "Lab 4" with a light gray background. It contains two input fields: "Enter grade point average:" and "Enter admission test score:", each followed by a text box. Below these is the label "Admission Decision:" and a button labeled "Admit?". At the bottom, there are two labels: "Accepted: 0" and "Rejected: 0".