

Create a project named **PracticeMidterm** that calculates and displays the average of two whole numbers inputted by a user. The numbers represent bowling game scores. Use two **text boxes** to obtain the user's two inputted integers. The mathematical average of those two numbers rounded to the nearest whole number should be displayed in a **label**. A picture of a bowling ball should appear in a **picture box**. When a **button** is clicked, the average of the numbers must appear in the label. **Another button** must clear the text boxes where the user inputs the two integers. A **third button** must exit the program.

For full credit, the program should use **variables** and **constants** where appropriate.

Also, to receive full credit, you must follow our class **Coding Standards** including correct spacing, prefixes, and comments.

You **MUST** design the form's interface and label all objects with their Name & Text properties **BEFORE** writing the code. You **MUST ALSO** complete the test plan below with five test cases of your own choice.

Also, create a pdf copy of the source code named **PracticeMidtermJohnDoe.pdf** and a screen capture graphic named **PracticeMidtermJohnDoe.png** (w/ your name substituted for "John Doe") saved to your computer in case the teacher asks you to upload it to a drop box. Before making the screen capture, type in the example test case with 101 typed into one of the text boxes and 200 typed into the other textbox. Then, click your "compute" button to show the 151 average in the appropriate label. The average for this test case should be 151 rather than 150.5 since it should be rounded to the nearest whole number for full credit.

	Possible Inputs		Expected Outputs
Test Case	First Game	Second Game	Average
Example	101	200	151
1.			
2.			
3.			
4.			
5.			

Interface Design

Name -  
Period -
