

In order to complete this worksheet, refer to the **Store Demo Program** that may have been provided to you as a handout or that can be found on our class website. On that handout or web page, you will see an interface for a computer application that allows a customer to purchase donuts. Your answers below should refer to the objects including Labels, Buttons, Textboxes, and Pictureboxes that are already named in that interface. Also, the handout or web page provides the statements (i.e. lines of code) that are the answers to the exercises below. Be sure to write the correct statement with each exercise below.

1. Write a **declaration statement** for a constant named `PRICE_PER_DONUT` that store the price of one donut which is 0.75. Choose the correct data type.

2. Write a **declaration statement** for a constant named `TAX_RATE` & initialize it to 1.06. Choose the correct data type.

3. Write a **declaration statement** for a variable named `numDonuts`. Choose the correct data type & initialize it to zero.

4. Write a **declaration statement** for a variable named `totalCost`. Choose the correct data type & initialize it to zero.

5. Write an **assignment statement** that assigns the quantity of donuts that the customer types into the text box named `txtDonuts` into the variable named `numDonuts`. Be sure to use the `Val` function where necessary.

6. Write an **assignment statement** that calculates the total cost with tax of purchasing `numDonuts` by applying the tax rate stored in `TAX_RATE` and assigns that grand total into the variable `totalCost`.

7 Write an **assignment statement** that assigns `totalCost` into the label named `lblTotalCost`. The statement should concatenate a dollar sign in front of the total cost. Use the `Str` function where necessary.