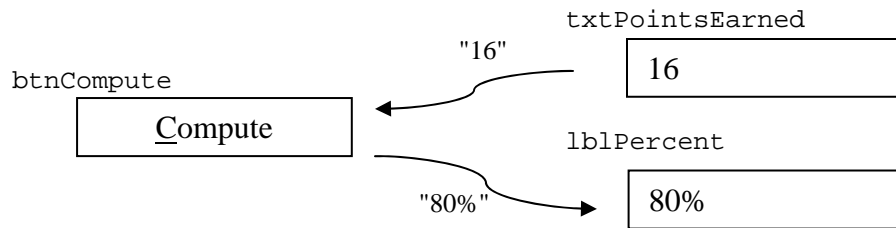


To answer the questions below, refer to the following interface sketch that contains a text box named `txtPointsEarned`, a label named `lblPercent` and a button named `btnCompute`.

Interface:



Pseudocode:

The user types the number of points earned on a quiz in the textbox named `txtPointsEarned`
The user clicks the button named `btnCompute`
The number of points earned is divided by the points possible and multiplied by 100
The percent score is displayed with a % symbol in the label named `lblPercent`

Code:

1. Write a **declaration statement** for a constant named `POINTS_POSSIBLE` that stores the value 20 which is the number of points possible on the quiz.
2. Write a **declaration statement** for an Integer variable named `pointsEarned` that stores the number of points earned on a quiz.
3. Write a **declaration statement** for an Integer variable named `percentScore` that could store a percent score (such as 80) that a student earns on the quiz.
4. Write an **assignment statement** that stores the value inputted into the text box named `txtPointsEarned` into the variable named `pointsEarned`. Use the `Val` function where necessary.
5. Write an **assignment statement** that calculates the grade percent (such as 80) that the student earned on the quiz and stores that result into the variable `percentScore`.
6. Write an **assignment statement** that displays the number stored in `percentScore` into a label named `lblPercent`. The statement should concatenate a percent symbol (%) after the number.