

1. On the back of the paper, draw the interface for a form that has a text box named `txtInput` that will allow the number of points earned on a quiz to be inputted by the student's teacher into the textbox. Also, draw a button that will compute and display the student's percent score in a label named `lblOutput`. Include Clear and Exit buttons in addition to any other necessary labels that provide prompt information.

2. Write a declaration statement for a constant that will store the value 10 which is the number of points possible on the quiz. The constant must have module scope.

3. Write a declaration statement for a variable that stores the number of points earned on a ten point quiz. Choose the correct data type and initialize the variable to the value zero.

3. Write an assignment statement that would store the value inputted into the text box into the variable declared above. Be sure to use the `Val` function where necessary.

4. Write a declaration statement for a variable that would store the percent score (e.g. 80) that the student earned which on the quiz.

5. Write an assignment statement that calculates the grade percent that the student earned on the quiz and stores that result into the variable declared in Exercise #4.

6. Write a statement that displays the grade percent in the label named `lblOutput`. The statement should concatenate a percent symbol (`%`) where necessary.