

1. Write a Select Case statement that displays:
 - "well done" if its control variable intScore is 5
 - "not bad" if intScore is 4
 - "average" if intScore is 3
 - "unsatisfactory" if intScore is anything else

2. Write a Select Case statement that:
 - shows a message box with "menu option 1" if its control variable bytChoice is the character A
 - shows a message box with "menu option 2" if bytChoice is the character B
 - shows a message box with "please type A or B" if bytChoice is any other character

3. Write a KeyPress event procedure for a textbox named txtInput that uses a Select Case statement to display the following messages in message boxes:
 - "you win \$100" if the user types an uppercase 'Y' into the textbox
 - "you win \$75" if the user types a lowercase 'a' into the textbox
 - "you win \$50" if the user types a less than symbol into the textbox
 - "you lose" if the user types any other key into the textbox

4. Write a KeyPress event procedure for a textbox named txtInput that uses a Select Case statement to display the following messages in message boxes. You may declare any necessary variables and use If statements in addition to the Select Case. Also, remember that the Val function returns a zero if its string argument is not a valid number. For example, $\text{Val}(\text{"cat"}) = 0$.
 - "odd" if the user types an odd number followed by the Enter key into the textbox
 - "even" if the user types an even number followed by the Enter key into the textbox
 - "neither" if the user doesn't type a number followed by the Enter key into the textbox

