

1. Write a general procedure named `ComputeLetterGrade` that is passed an integer parameter. If the integer's value is between or including 90 and 100, the procedure should display a message box with the message "A". If the parameter is between or including 80 and 89, the procedure should display a message box with the message "B". Otherwise, the procedure should display a message with the message "C".

2. Write a general procedure named `BeepIfOdd` that is passed an integer parameter. If the integer is an odd number the procedure should beep.

3. Write a general procedure that moves a command button that is passed as a parameter ten twips (or pixels) to the right. Use the procedure header

```
Private Sub MoveRight(cmdCommand As CommandButton)
```