

Short Answer - Write code segments to perform the following tasks. Documentation is not necessary. It also is not necessary to declare variables that are mentioned in the exercise unless the exercise specifically requires you to declare variables.

1. Write one or more statements that generates a pseudorandom integer between or including 2 and 6 and that assigns that value to a variable named `intDiceRoll`.
2. Write an `If` statement that displays "even" in a label named `lblResult` if the variable `intNum` is even. You can assume that `intNum` stores a positive number.
3. Write an `If` statement that displays "multiple of 20" in a label named `lblResult` if the variable `intNum` is evenly divisible by 5 and it is evenly divisible by 20. The same `If` statement should display "multiple of 5" if `intNum` is evenly divisible by 5 but not evenly divisible by 4. You can assume that `intNum` stores a positive number.
4. Write an `If ElseIf` statement that displays "bad" in a label named `lblGrade` if `intScore` is less than 60, "good" if `intScore` is greater than or equal to 80, and "okay" otherwise.
5. Write an `If` statement that displays a message box with the message "loser" if a picture box named `picCircle` collides in any direction with the line that has endpoints 50, 50 and 250, 50