

1. On the back of the paper, draw the interface for a form that has a text box named `txtPointsEarned` 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 `lblPercent`. Include `Clear` and `Exit` buttons in addition to any other necessary labels that provide prompt information.
2. Write a declaration statement for a constant named `POINTS_POSSIBLE` that stores the value 10 which is the number of points possible on the quiz.
3. Write a declaration statement for an `Integer` variable named `pointsEarned` that stores the number of points earned on a ten point quiz.
3. Write an assignment statement that stores the value inputted into the text box into the variable declared in #3 above. Use the `Val` function where necessary.
4. Write a declaration statement for an `Integer` variable named `percentScore` that stores the percent score (e.g. 80) that the student earned 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 #4 above.
6. Write an assignment statement that displays the grade percent in a label named `lblOutput`. The statement should concatenate a percent symbol (`%`) after the number.