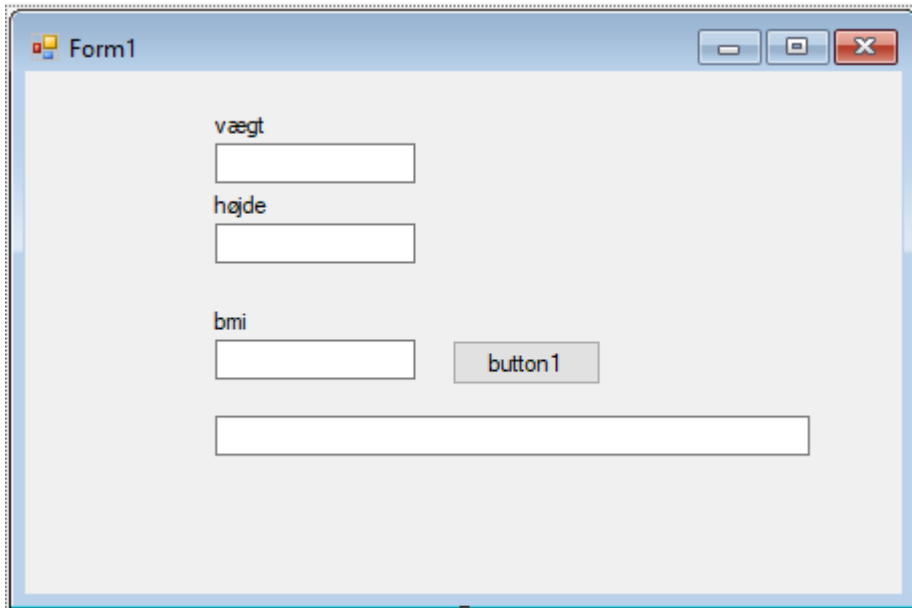


## 1B Bmi beregner



The screenshot shows a standard Windows Forms application window with a title bar containing the text 'Form1' and standard minimize, maximize, and close buttons. The main area of the window is light gray and contains the following elements from top to bottom: a text box labeled 'vægt', a text box labeled 'højde', a text box labeled 'bmi' followed by a button labeled 'button1', and a wide, empty text box at the bottom.

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace _1B_win_bmi
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            double bmi, vaegt, hoejde;
            vaegt = Convert.ToDouble(maskedTextBox1.Text);
            hoejde = Convert.ToDouble(maskedTextBox2.Text);

            bmi = vaegt / ((hoejde / 100) * (hoejde / 100));
            maskedTextBox3.Text = bmi.ToString();
            if (bmi < 18.5) maskedTextBox4.Text = "undervægtig";
            if ((bmi > 18.5) && (bmi < 24.9)) maskedTextBox4.Text = "normal";
            if ((bmi > 25) && (bmi < 29.9)) maskedTextBox4.Text = "overvægtig";
            if ((bmi > 30) && (bmi < 39.9)) maskedTextBox4.Text = "fed";
            if (bmi > 40) maskedTextBox4.Text = "meget fed";
        }
    }
}
```