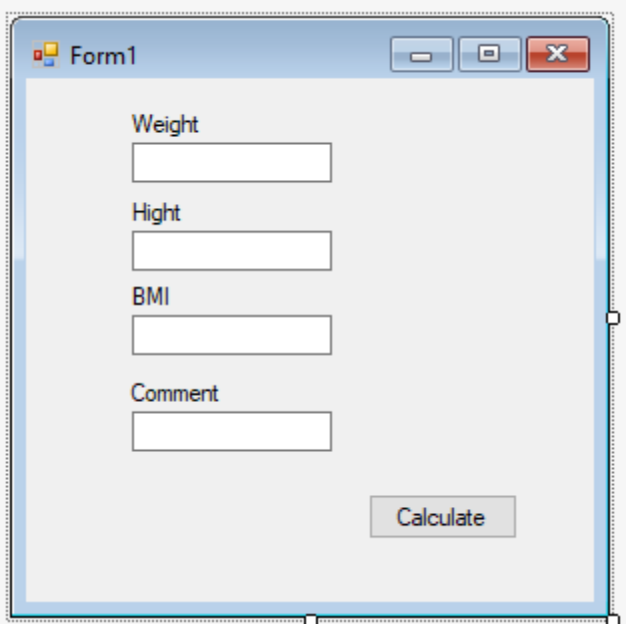
2A win calculate your BMI




```
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;
using System.Speech.Synthesis;

namespace _2A_win_BMI
{
    public partial class Form1 : Form
    {
        SpeechSynthesizer reader; //declare the object
        public Form1()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            double weight, hight, BMI;
            try
            {
                weight = Convert.ToDouble(maskedTextBox1.Text);
                hight = Convert.ToDouble(maskedTextBox2.Text);
                BMI = weight / ((hight / 100) * (hight / 100));
                maskedTextBox3.Text = BMI.ToString();
                if (BMI  < 18.5) maskedTextBox4.Text = "you are underweighting";
                if ((BMI > 18.4) && (BMI < 24.9)) maskedTextBox4.Text = "you are normal";
                if ((BMI > 25) && (BMI < 29.9)) maskedTextBox4.Text = "you are
overweighting";
                if ((BMI > 30) && (BMI < 39.9)) maskedTextBox4.Text = "you are fat";
                if (BMI  > 40) maskedTextBox4.Text = "you are extremlig fat";
```

```
                //reader.Dispose();
                //reader = new SpeechSynthesizer();
                //reader.SpeakAsync(maskedTextBox4.Text);


                }
            catch
            {
                MessageBox.Show("ERROR");
            }
        }

        private void Form1_Load(object sender, EventArgs e)
        {
            reader = new SpeechSynthesizer(); //create new object
        }
    }
}
```