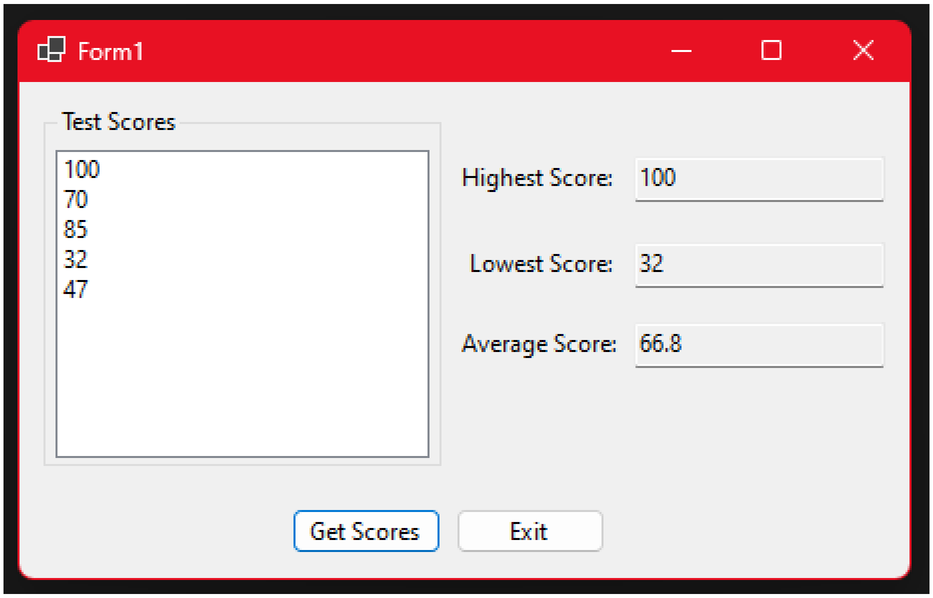

100
70
85
32
47

Highest Score: 100

Lowest Score: 32

Average Score: 66.8

```
namespace lab7_2_CalebFontenot
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }
        /*
         * The Average method accepts an int array argument
         * and returns the Average of the values in the array.
         */
        static private double Average(int[] iArray)
        {
            int total = 0;      // Accumulator, initialized to 0
            double average;     // To hold the average

            // Step through the array, adding each element to the accumulator.
            for (int index = 0; index < iArray.Length; index++)
            {
                total += iArray[index];
            }

            // Calculate the average.
            average = (double) total / iArray.Length;

            // Return the average.
            return average;
        }

        /*
         * The Highest method accepts an int array argument
         * and returns the highest value in that array.
        */
        static private int Highest(int[] iArray)
        {
            // Declare a variable to hold the highest value, and initialize it with the first value
            in the array.
            int highest = iArray[0];

            /*
             * Step through the rest of the array, beginning at
             * element 1. When a value greater than the highest
             * is found, assign that value to the highest.
            */
            for (int index = 1; index < iArray.Length; index++)
            {
                if (iArray[index] > highest)
                {
                    highest = iArray[index];
                }
            }

            // Return the highest value.
            return highest;
        }

        /*
         * The Lowest method accepts an int array argument
         * and returns the lowest value in that array.
         */
        static private int Lowest(int[] iArray)
        {
            // Declare a variable to hold the lowest value, and initialize it witth the first value 
            in the array.
            int lowest = iArray[0];

            /*
             * Step through the rest of the array, beginning at
             * element 1. When a value greater than the lowest
             * is found, assign that value to the lowest.
             */
            for (int index = 1; index < iArray.Length; index++)
            {
                if (iArray[index] < lowest)
                {
                    lowest = iArray[index];
                }
            }
            // Return the lowest value.
            return lowest;

        }
        private void getScoresButton_Click(object sender, EventArgs e)
        {
            try
            {
                // Local variables
                const int SIZE = 5;                     // Number of tests
                int[] scores = new int[SIZE];           // Array of test scores
                int index = 0;                          // Loop counter
                int highestScore;                        // To hold the highest score
                int lowestScore;                        // To hold the lowest score
                double averageScore;                    // To hold the average score
                StreamReader inputFile;                 // For file input

                // Open the file and get a StreamReader object.
                inputFile = File.OpenText("TestScores.txt");

                // Read the test scores into the array.
                while (!inputFile.EndOfStream && index < scores.Length)
                {
                    scores[index] = int.Parse(inputFile.ReadLine());
                    index++;
                }

                // Close the file.
                inputFile.Close();

                //Display the test scores.
                foreach (int value in scores)
                {
                    testScoresListBox.Items.Add(value);
                }

                // Get the highest, lowest, and average scores.
                highestScore = Highest(scores);
                lowestScore = Lowest(scores);
                averageScore = Average(scores);

                // Display the values.
                highestScoreTextBox.Text = highestScore.ToString();
                lowestScoreTextBox.Text = lowestScore.ToString();
                averageScoreTextBox.Text = averageScore.ToString();

            }
            catch (Exception ex)
            {
                // Display an error message.
                MessageBox.Show(ex.Message);
            }
        }

        private void exitButton_Click(object sender, EventArgs e)
        {
            this.Close();
        }
    }
}
```