

declare the variable as module level. (Another approach, using Static variables, is discussed in Chapter 7.)

### Summing Numbers

The technique for summing the sales amounts for multiple sales is to declare a module-level variable for the total. Then, in the CalculateButton\_Click event procedure for each sale, add the current amount to the total:

```
DiscountedPriceSumDecimal += DiscountedPriceDecimal
```

This assignment statement adds the current value for DiscountedPriceDecimal into the sum held in DiscountedPriceSumDecimal.

### Counting

If you want to count something, such as the number of sales in the previous example, you need another module-level variable. Declare a counter variable as integer:

```
Private SaleCountInteger as Integer
```

Then, in the calculateButton\_Click event procedure, add 1 to the counter variable:

```
SaleCountInteger += 1
```

This statement adds 1 to the current contents of SaleCountInteger. The statement will execute one time for each time the CalculateButton\_Click event procedure executes. Therefore, SaleCountInteger will always hold a running count of the number of sales.

### Calculating an Average

To calculate an average, divide the sum of the items by the count of the items. In the R 'n R book example, we can calculate the average sale by dividing the sum of the discounted prices by the count of the sales:

```
AverageDiscountedSaleDecimal = DiscountedPriceSumDecimal / SaleCountInteger
```

## Your Hands-On Programming Example

In this project, R 'n R—for Reading 'n Refreshment needs to expand the book sale project done previously in this chapter. In addition to calculating individual sales and discounts, management wants to know the total number of books sold, the total number of discounts given, the total discounted amount, and the average discount per sale.

Help the user by adding ToolTips wherever you think they will be useful.

Add error handling to the program, so that missing or nonnumeric data will not cause a run-time error.

### Planning the Project

Sketch a form (Figure 3.11) that your users sign off as meeting their needs.