1. Add 2 more message constants for a greater range of numbers. Modify the properties of the scroll bar to accommodate your choice.

   e.g. Const MsgVeryBad = "You should give up this game"
         Const MsgExcellent = "You are awesome!"

   Change Min and Max values of vsbNum to 1 to 50

   Modify the Select Case Statement to include further options

   Case 1 to 7
       MsgBox MsgExcellent
   Case 41 to 50
       MsgBox MsgVeryBad

2. Output the user's name to the form caption rather than a message box.

   Form1.caption = "Hello, " & InText

3. Display the messages in the label rather than a messagebox

   Label1.caption = MsgVeryBad & " Your score was " & vsbNum.value

4. What is the function of the vbDefaultButton1 and vbDefaultButton2 constants?

   They determine which of the buttons on the MsgBox is highlighted and therefore the 'default one'. This button is activated when the user hits the 'Enter Key' rather than clicks a button.

5. Create a separate project that asks for the user's age and displays a range of messages accordingly. Use the IsNumeric function to check that the user is typing in a number. Validate the range of the number entered.

   Note: The variable used for input cannot be declared as an integer or an error will occur when a user types in non-numeric input. A string variable is used to collect the input. A check is then made to see if the input is numeric.

   InText = InputBox ("Enter your age please")
   While Not IsNumeric (InText) or InText > 100 or InText < 10
       InText = InputBox ("Enter your age please")
   Wend