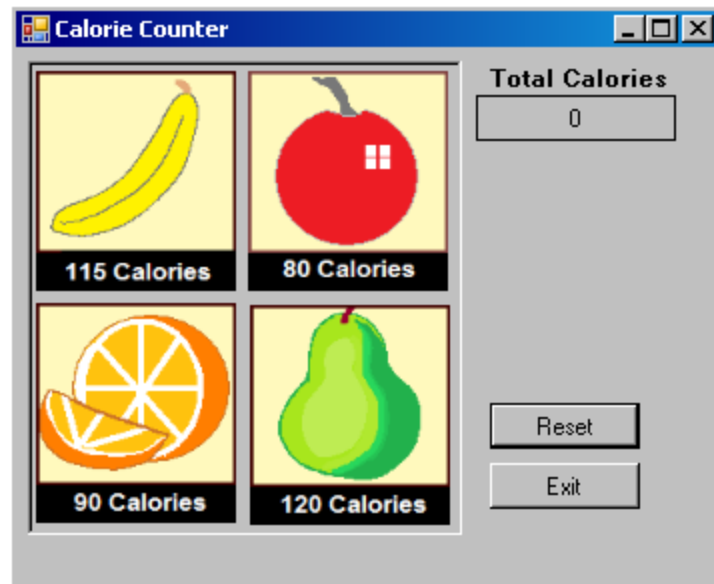


Calorie Counter



Create a form that looks similar to the one above. The images may be found in the folder below.

When the application starts, the total calories displayed should be 0. Each time the user clicks one of the PictureBoxes, the calories for that fruit should be added to a total calories variable, and the total calories should be displayed. You will probably want to use the += operator.

When the user clicks the Reset button, the variable should be set back to zero, and a “0” should be displayed.

When the user clicks the Exit button, the program should close.

HINT: Declare your Calories variable as a global variable, and set it to 0.

Save this program as ‘*CalorieCounter*’