```
using System;
using System.Collections;
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;


namespace AveragesForm
{
    public partial class Form1 : Form
    {

        public Form1()
        {
            InitializeComponent();
        }

        string inputString;
        string checkArrayValue;
        int inputNumber;
        int index;
        int[] inputArray;


        public void getAveragesButton_Click(object sender, EventArgs e)
        {
            // will add Array values together and then divide by the counter variable to determine average

           // MessageBox.Show("This will be for displaying the average");

                        for (int index = 0; index < 1; index++)
            {
                Console.WriteLine(inputArray[index]);
            }
        }

        public void moreNumbersButton_Click(object sender, EventArgs e)
        {
            // This method needs to take the user's input and append it to an array in order to store the ↙
    values
            // for calculations and counting.
            // Getting input from user
            int[] inputArray = new int[400];

            inputString = numberInputBox.Text;

            //Converting user input to integer
            inputNumber = Convert.ToInt32(inputString);

           // List<int> inputNumberList = new List<int>();



            // Getting input from user
            inputString = numberInputBox.Text;

            // Testing Value
            MessageBox.Show("You just entered " + inputString);


            //Converting user input to integer
```

```
            inputNumber = Convert.ToInt32(inputString);

            //Testing Value
            MessageBox.Show("inputNumber equals " + inputNumber);


            inputArray[index] = inputNumber;
            index++;

            int checkLength = inputArray.Length;

           // checkArrayValue = Convert.ToString(checkLength[index]);
           // MessageBox.Show("checkLength = " + checkLengthString);


            for (int index = 0; index < 1; index++)
            {
                Console.WriteLine(inputArray[index]);
            }

        }

        public void arrayFunctions()
        {
            // put array collecting & counting code here when figured out

        }
    }
}
```