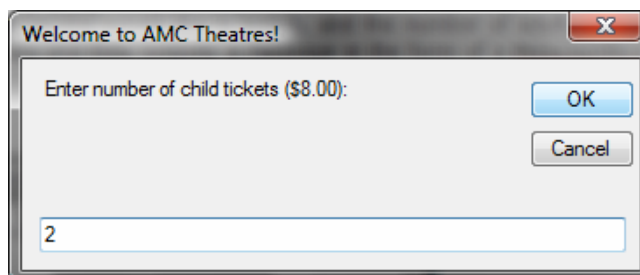
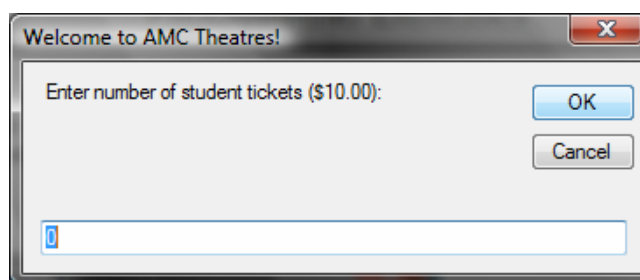
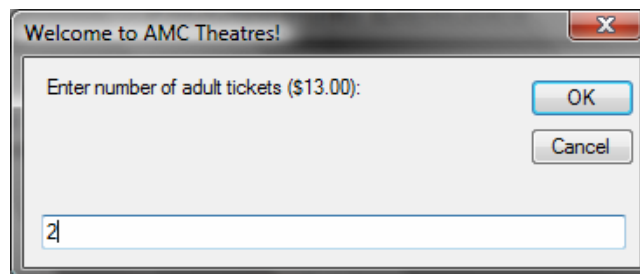
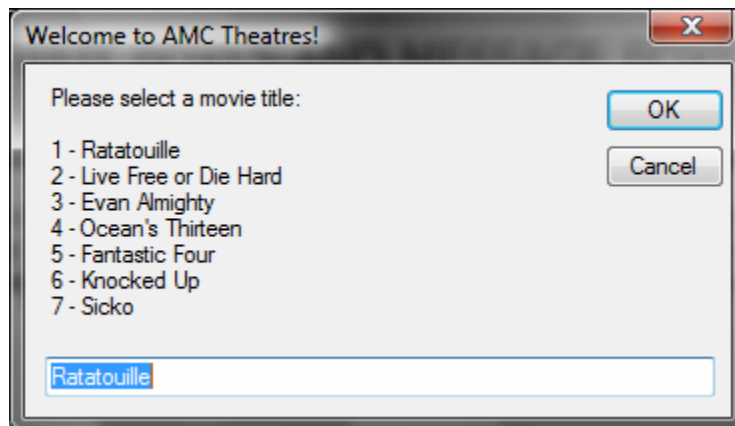
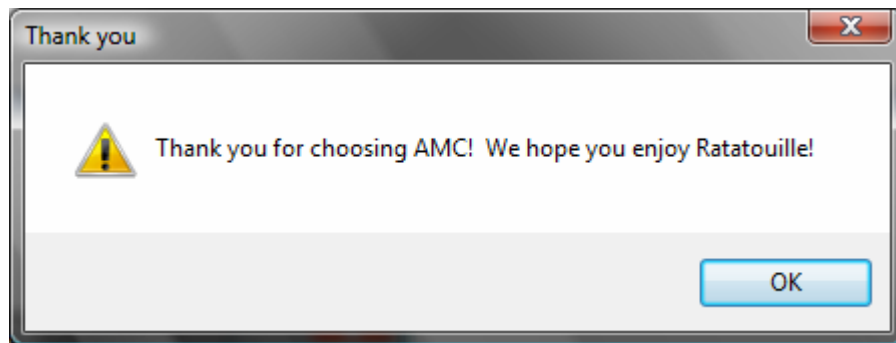
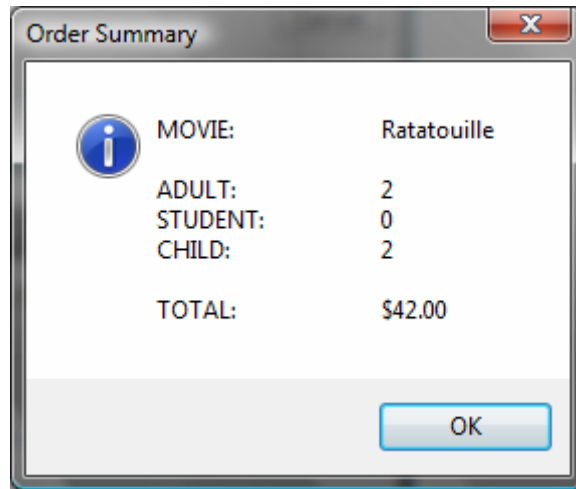


INPUT BOXES AND MESSAGE BOXES: PROGRAMMING EXERCISES

Modify the **Movie Tickets** program you wrote in the previous lesson by creating a program that prompts the user for the movie he/she would like to watch, and the number of adult, student and child tickets in the form of **input boxes** and then outputs a message in the form of a **MessageBox** as follows:





Save the program as **Movie Tickets InputBox** in your UNIT 2 folder.