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| --- |
| True / False |

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| 1. When you click the Auto Hide button on a window, the window is minimized and appears as a tab on the edge of the IDE.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 2. A source file contains a list of projects in a solution.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | |

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| 3. The Properties window lists the names of the files included in the application you are creating.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | |

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| 4. When an object is instantiated (created), each property must be assigned a value by the programmer.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | |

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| 5. A class definition is a block of code that specifies or defines an object’s appearance and behavior.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 6. If a solution is already open in the IDE, you are given the option to close the current solution before another solution is opened.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 7. The Label tool is an appropriate control to use when you do not want the user to modify data.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 8. The Project Designer window allows you to specify which form will display when the application starts.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 9. Actions performed by the user such as clicking, double-clicking, and scrolling are known as events.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 10. The title bar on a form cannot be removed from splash screen applications.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | |

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| --- |
| Multiple Choice |

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| 11. A user \_\_\_\_ is what the user sees and interacts with while an application is running.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | service | b. | profile | |  | c. | splash | d. | interface |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| 12. A(n) \_\_\_\_ is a container that stores the projects and files for an entire application.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | window | b. | solution | |  | c. | interface | d. | package |  |  |  | | --- | --- | | *ANSWER:* | b | |

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| 13. The Windows \_\_\_\_ window allows you to create the graphical user interface for your application.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | Property | b. | Solution Designer | |  | c. | Designer | d. | Form Designer |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| 14. ​All objects in an object-oriented program are instantiated (created) from a \_\_\_\_.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | ​object | b. | ​method | |  | c. | ​class | d. | ​source |  |  |  | | --- | --- | | *ANSWER:* | c | |

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| 15. The Solution Explorer window \_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | displays a list of the projects contained in the current solution | |  | b. | displays data connections and servers | |  | c. | displays items that you can use when creating a project | |  | d. | displays the classes, methods, and properties included in a solution |  |  |  | | --- | --- | | *ANSWER:* | a | |

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| 16. Each object has a set of attributes, called \_\_\_\_, that determine the object’s appearance and behavior.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | codes | b. | events | |  | c. | global settings | d. | properties |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| 17. The position of the form on the screen when an application first starts is controlled by setting the \_\_\_\_ property.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | Position | b. | Size | |  | c. | Location | d. | StartPosition |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| 18. A \_\_\_\_ is the general shape of the characters in the text.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | property | b. | splash | |  | c. | format | d. | font |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| 19. When you click the ellipsis (...) button in the Settings box of the Font property, \_\_\_\_.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | a list of font styles appears | b. | a color palette appears | |  | c. | a dialog box opens | d. | the attribute is removed |  |  |  | | --- | --- | | *ANSWER:* | c | |

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| 20. To size a form using the keyboard, you can select the form and press and hold the \_\_\_\_ key(s), and then press one of the arrow keys on the keyboard.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | Shift | b. | Ctrl | |  | c. | Alt | d. | Ctrl+Shift |  |  |  | | --- | --- | | *ANSWER:* | a | |

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| 21. Which of the following is an example of an appropriate name for a control?   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | BtnMessage | b. | btnExit | |  | c. | labelmessage | d. | housepicturebox |  |  |  | | --- | --- | | *ANSWER:* | b | |

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| 22. To verify that a solution has been closed, you can look in the \_\_\_\_.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | Class View | b. | Server Explorer | |  | c. | Start Page | d. | Solution Explorer |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| 23. A Visual Basic 2015 solution file will have a(n) \_\_\_\_ file extension.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | .net | b. | .app | |  | c. | .frm | d. | .sln |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| 24. The Toolbox window \_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | displays the names of projects and files included in a solution | |  | b. | displays data connections and servers | |  | c. | displays the tools you use when creating your application’s interface | |  | d. | displays the classes, methods, and properties included in a solution |  |  |  | | --- | --- | | *ANSWER:* | c | |

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| 25. A label control’s \_\_\_\_ property determines the value that appears inside the control.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | Caption | b. | Label | |  | c. | Text | d. | Values |  |  |  | | --- | --- | | *ANSWER:* | c | |

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| 26. The location of a control on the screen can be modified by changing the X and Y properties measured in pixels. The Y value is measured from the \_\_\_\_ border.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | left | b. | right | |  | c. | top | d. | bottom |  |  |  | | --- | --- | | *ANSWER:* | c | |

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| 27. The location of a control on the screen can be modified by changing the X and Y properties measured in pixels. The X value is measured from the \_\_\_\_ border.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | left | b. | right | |  | c. | top | d. | bottom |  |  |  | | --- | --- | | *ANSWER:* | a | |

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| 28. To align two or more selected controls along their left, right, top, or bottom borders, you would use the \_\_\_\_ menu.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | Edit | b. | Format | |  | c. | Align | d. | View |  |  |  | | --- | --- | | *ANSWER:* | b | |

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| 29. ​  In Windows applications, a \_\_\_\_ control is commonly used to perform an immediate action when clicked.  ​   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | System | b. | Windows | |  | c. | Forms | d. | Button |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| 30. The \_\_\_\_ function key will start a Visual Basic 2015 application in the IDE.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | F2 | b. | F3 | |  | c. | F4 | d. | F5 |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| 31. When an application is started, Visual Basic 2015 will automatically create a file that has the project name and a(n) \_\_\_\_ file extension.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | .dll | b. | .exe | |  | c. | .sln | d. | .suo |  |  |  | | --- | --- | | *ANSWER:* | b | |

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| 32. To start an application using the menu bar, you click \_\_\_\_ and then click Start Debugging.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | DEBUG | b. | PROJECT | |  | c. | VIEW | d. | BUILD |  |  |  | | --- | --- | | *ANSWER:* | a | |

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| 33. The file within a Visual Basic application that can be run outside of the IDE has a(n) \_\_\_\_ file extension.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | .sln | b. | .vb | |  | c. | .exe | d. | .src |  |  |  | | --- | --- | | *ANSWER:* | c | |

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| 34. The set of Visual Basic instructions that tells an object how to behave after an action by the user (such as clicking a button) is referred to as a(n) \_\_\_\_.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | sub-program | b. | event procedure | |  | c. | object function | d. | subroutine |  |  |  | | --- | --- | | *ANSWER:* | b | |

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| 35. You enter the procedure’s code in the \_\_\_\_ window.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | Code Editor | b. | Server | |  | c. | Solution | d. | Designer |  |  |  | | --- | --- | | *ANSWER:* | a | |

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| 36. When you want the application to end when the user clicks the Exit button, you write the following code: \_\_\_\_.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | Me.Stop() | b. | Me.Close() | |  | c. | Me.Terminate() | d. | Me.End() |  |  |  | | --- | --- | | *ANSWER:* | b | |

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| 37. A(n) \_\_\_\_ is a block of code that performs a specific task.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | event | b. | form | |  | c. | class | d. | sub procedure |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| 38. A(n) \_\_\_\_ is a predefined procedure that you can call (or invoke) when needed.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | method | b. | object | |  | c. | class | d. | event |  |  |  | | --- | --- | | *ANSWER:* | a | |

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| 39. Which of the following is a true statement?   |  |  |  | | --- | --- | --- | |  | a. | The Me.Close() instruction should be coded in a timer control’s Tick event procedure if an Exit button is not provided. | |  | b. | By default, the size of a form cannot be changed by a user while an application is running. | |  | c. | The title bar cannot be removed from an application. | |  | d. | The Minimize button can be removed from the title bar without removing the Maximize button from the title bar. |  |  |  | | --- | --- | | *ANSWER:* | a | |

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| 40. When a timer control is added to a form, it appears \_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | at the location you placed the mouse pointer on the form | |  | b. | on the Title bar | |  | c. | in the component tray | |  | d. | in the lower-right corner of the form |  |  |  | | --- | --- | | *ANSWER:* | c | |

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| **Case-Based Critical Thinking Questions**  **Case 1**  You have been hired to develop an application for Ridgeline Realty, a local real estate agency. The owner wants the application to display an image of the main office and the company logo on the screen for a short period of time before the main application begins. |

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| 41. The most effective way to accomplish this task is to create a(n) \_\_\_\_.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | PictureBox control | b. | splash screen | |  | c. | Label control | d. | Exit button |  |  |  | | --- | --- | | *ANSWER:* | b | |

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| 42. To create the Windows application for Ridgeline, you will first need to \_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | auto-hide any windows you do not need to use | |  | b. | set the StartPosition for the form | |  | c. | create a New Project and determine the directory for the solution | |  | d. | code the Exit button |  |  |  | | --- | --- | | *ANSWER:* | c | |

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| 43. An example of a valid value for the form’s Name property is \_\_\_\_.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | form Ridgeline | b. | formridgeline | |  | c. | Ridgeline | d. | frmRidgeline |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| 44. Anyone using the application does not need to change the size of the form, so you must set the FormBorderStyle property to \_\_\_\_.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | FixedSingle | b. | Sizable | |  | c. | Zero | d. | False |  |  |  | | --- | --- | | *ANSWER:* | a | |

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| 45. If a timer control is used to display the office image and company logo for five seconds, you will need to set the timer’s Interval property to \_\_\_\_.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | 5 | b. | 50 | |  | c. | 500 | d. | 5000 |  |  |  | | --- | --- | | *ANSWER:* | d | |