|  |
| --- |
| True / False |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 2. A source file contains a list of projects in a solution.

|  |  |  |
| --- | --- | --- |
|   | a.  | True |
|   | b.  | False |

|  |  |
| --- | --- |
| *ANSWER:* | False |

 |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 3. The Properties window lists the names of the files included in the application you are creating.

|  |  |  |
| --- | --- | --- |
|   | a.  | True |
|   | b.  | False |

|  |  |
| --- | --- |
| *ANSWER:* | False |

 |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 4. When an object is instantiated (created), each property must be assigned a value by the programmer.

|  |  |  |
| --- | --- | --- |
|   | a.  | True |
|   | b.  | False |

|  |  |
| --- | --- |
| *ANSWER:* | False |

 |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 8. The Project Designer window allows you to specify which form will display when the application starts.

|  |  |  |
| --- | --- | --- |
|   | a.  | True |
|   | b.  | False |

|  |  |
| --- | --- |
| *ANSWER:* | True |

 |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 9. Actions performed by the user such as clicking, double-clicking, and scrolling are known as events.

|  |  |  |
| --- | --- | --- |
|   | a.  | True |
|   | b.  | False |

|  |  |
| --- | --- |
| *ANSWER:* | True |

 |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 10. The title bar on a form cannot be removed from splash screen applications.

|  |  |  |
| --- | --- | --- |
|   | a.  | True |
|   | b.  | False |

|  |  |
| --- | --- |
| *ANSWER:* | False |

 |

|  |
| --- |
| Multiple Choice |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 14. ​All objects in an object-oriented program are instantiated (created) from a \_\_\_\_.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | ​object | b.  | ​method |
|   | c.  | ​class | d.  | ​source |

|  |  |
| --- | --- |
| *ANSWER:* | c |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 18. A \_\_\_\_ is the general shape of the characters in the text.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | property | b.  | splash |
|   | c.  | format | d.  | font |

|  |  |
| --- | --- |
| *ANSWER:* | d |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 23. A Visual Basic 2015 solution file will have a(n) \_\_\_\_ file extension.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | .net | b.  | .app |
|   | c.  | .frm | d.  | .sln |

|  |  |
| --- | --- |
| *ANSWER:* | d |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 25. A label control’s \_\_\_\_ property determines the value that appears inside the control.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | Caption | b.  | Label |
|   | c.  | Text | d.  | Values |

|  |  |
| --- | --- |
| *ANSWER:* | c |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 30. The \_\_\_\_ function key will start a Visual Basic 2015 application in the IDE.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | F2 | b.  | F3 |
|   | c.  | F4 | d.  | F5 |

|  |  |
| --- | --- |
| *ANSWER:* | d |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 35. You enter the procedure’s code in the \_\_\_\_ window.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | Code Editor | b.  | Server |
|   | c.  | Solution | d.  | Designer |

|  |  |
| --- | --- |
| *ANSWER:* | a |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 37. A(n) \_\_\_\_ is a block of code that performs a specific task.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | event | b.  | form |
|   | c.  | class | d.  | sub procedure |

|  |  |
| --- | --- |
| *ANSWER:* | d |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |
| --- |
| **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. |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |