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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1. When you click the Auto Hide button on the Solution Explorer 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.  The Auto Hide button allows you to hide windows that you’re not using.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 7. The Label control can be used to display information that you do not want the user to change during run time.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 8. The Project Designer window allows you to verify the form that 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 Auto Hide button is located on the window’s status bar.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | |

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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:* | c | |

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| 14. All objects in an object-oriented program are instantiated (created) from a(n) \_\_\_\_.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | 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 show or hide the access keys in your menu bar, press the \_\_\_\_\_\_ key(s) on your keyboard.  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 2017 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 form’s \_\_\_\_ property specifies the text that appears in the form’s title bar.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | Caption | b. | Label | |  | c. | Text | d. | Values |  |  |  | | --- | --- | | *ANSWER:* | c | |

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| 26. To keep you from inadvertently moving controls as you work in the IDE, click the form or control, then click the \_\_\_\_\_\_\_\_\_ option in the Format menu.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | Protect | b. | Freeze Controls | |  | c. | Lock Controls | d. | Hold |  |  |  | | --- | --- | | *ANSWER:* | c | |

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| 27. You use a(n) \_\_\_\_\_\_\_\_ to display an image on a form.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | Picture box | b. | Form box | |  | c. | Image box | d. | Object box |  |  |  | | --- | --- | | *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(n) \_\_\_\_ is commonly used to perform an immediate action when clicked.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | Object | b. | Menu | |  | c. | Form | d. | Button |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| 30. The \_\_\_\_ function key will start a Visual Basic 2017 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 2017 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 \_\_\_\_ on the menu bar 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. | To have the computer close the current form when the user clicks the Exit button, the Me.Close() statement should be entered in a button’s Click event procedure . | |  | 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. A(n) \_\_\_\_\_\_\_\_\_\_ in the name of a form indicates a hierarchy of namespaces to allow the computer to locate the Form class in a computer’s main memory.   |  |  |  | | --- | --- | --- | |  | a. | colon | |  | b. | backslash | |  | c. | dot member access operator | |  | d. | apostrophe |  |  |  | | --- | --- | | *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 company logo and to say “Ridgeline Realty” in the title bar, and he doesn’t want users to be able to change the size of the form. |

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| 41. 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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| 42. To make sure the title bar displays the text that Ridgeline Realty has requested, enter it into the form’s \_\_\_\_\_\_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | Title field | |  | b. | Name property | |  | c. | Text property | |  | d. | Title property |  |  |  | | --- | --- | | *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. To prevent users of the application from changing the size of the form. you must set the FormBorderStyle property to \_\_\_\_.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | FixedSingle | b. | Sizable | |  | c. | Zero | d. | False |  |  |  | | --- | --- | | *ANSWER:* | a | |

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| 45. To add the image of the company logo, you must first add a \_\_\_\_\_\_\_\_ in which to display it.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | picture form | b. | image box | |  | c. | image form | d. | picture box |  |  |  | | --- | --- | | *ANSWER:* | d | |