

Chapter 1 - An Introduction to Visual Studio 2019/2022 and Visual Basic

1. A graphical user _____ is what the user sees and interacts with while an application is running.

- a. service
- b. profile
- c. splash
- d. interface

ANSWER:

d

2. An object created from a class is called an instance of the class and is said to be instantiated from the class.

- a. True
- b. False

ANSWER:

True

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

- a. True
- b. False

ANSWER:

False

4. Which term is used for a container that stores the projects and files for an entire application?

- a. window
- b. solution
- c. interface
- d. package

ANSWER:

b

5. Which window allows you to create a graphical user interface?

- a. Properties
- b. solution designer
- c. designer
- d. Form Explorer

ANSWER:

c

6. What does the Solution Explorer window display?

- a. a list of the projects contained in the current solution
- b. data connections and servers
- c. items that you can use when creating a project
- d. objects and properties included in a solution

ANSWER:

a

7. 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

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ANSWER:

d

8. To verify that a solution has been closed, you can look in the _____ window.

- a. Toolbox
- b. Server Explorer
- c. Start Page
- d. Solution Explorer

ANSWER:

d

9. The Toolbox window displays _____.

- a. names of projects and files included in a solution
- b. data connections and servers
- c. tools you use when creating your application's interface
- d. properties of objects

ANSWER:

c

10. Based on the naming convention used in the book, which is an example of an appropriate name for a control?

- a. BtnMessage
- b. btnExit
- c. labelmessage
- d. housepicturebox

ANSWER:

b

11. If you change your default environment settings after configuring Visual Studio, you will need to perform the configuration steps again.

- a. True
- b. False

ANSWER:

True

12. The Auto Hide button allows you to hide windows that you are not currently using.

- a. True
- b. False

ANSWER:

True

13. The Auto Hide button is located on the window's status bar.

- a. True
- b. False

ANSWER:

False

14. A source file with a .vb file name extension contains a list of projects in a solution.

- a. True
- b. False

ANSWER:

False

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15. A class definition is a block of code that specifies or defines an object's appearance and behavior.

- a. True
- b. False

ANSWER: True

16. Each namespace contains the code that defines a group of related classes.

- a. True
- b. False

ANSWER: True

17. All objects in an object-oriented program are instantiated (created) from a(n) _____.

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

ANSWER: c

18. 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

19. Which term is used for the general shape of the characters the text displayed on a form?

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

ANSWER: d

20. When you click the ellipsis (...) button in the Settings box of the Font property, a(n) _____.

- a. list of font styles appears
- b. color palette appears
- c. dialog box opens
- d. attribute is removed

ANSWER: c

21. A form's _____ property specifies the text that appears in the form's title bar.

- a. Caption
- b. Label
- c. Text

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d. Title

ANSWER:

c

22. When an object is selected, the _____ that appears in the Object box indicates a hierarchy of namespaces, and it allows the computer to locate the object's class in a computer's main memory.

- a. colon
- b. backslash
- c. dot member access operator
- d. apostrophe

ANSWER:

c

23. Which character on the designer window's tab indicates that a change was made to the form since the last time it was saved?

- a. --
- b. @
- c. *
- d. ^

ANSWER:

c

24. A solution file will have a(n) _____ file extension.

- a. .sol
- b. .app
- c. .vbs
- d. .sln

ANSWER:

d

25. You use a(n) _____ box to display an image on a form.

- a. picture
- b. form
- c. text
- d. object

ANSWER:

a

26. 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

27. Which statement is true?

- a. A button's Text property determines the text that appears on the button's face.
- b. By default, the size of a form cannot be changed by a user while an application is running.

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- c. The title bar cannot be removed from a form.
- d. The Minimize button can be removed from the title bar without removing the Maximize button from the title bar.

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. 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

30. Which function key will start an application?

- a. F2
- b. F1
- c. F4
- d. F5

ANSWER: d

31. The Project Designer window allows you to verify the form that will display when the application starts.

- a. True
- b. False

ANSWER: True

32. When an application is started, Visual Basic 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

33. To start an application using the menu bar, you click _____ on the menu bar and then click Start Debugging.

- a. Debug
- b. Project

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- c. View
- d. Build

ANSWER:

a

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

- a. True
- b. False

ANSWER:

True

35. What term is used for instructions that are processed (executed) by the computer?

- a. events
- b. application
- c. statements
- d. instance

ANSWER:

c

36. You tell an object how to respond to an event by writing an event _____, which is a set of Visual Basic instructions that are processed only when the event occurs.

- a. incident
- b. procedure
- c. object
- d. action

ANSWER:

b

37. You enter a procedure's code in the _____ window.

- a. Code Editor
- b. Server
- c. Solution
- d. designer

ANSWER:

a

38. When you want the application to end when the user clicks the Exit button, you write the `Me.Close()` statement in the _____ event procedure.

- a. Exit button's End
- b. Exit button's Click
- c. form's Stop
- d. form's Exit

ANSWER:

b

39. A(n) _____ is a block of code that performs a specific task.

- a. event
- b. form
- c. class

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- d. sub procedure

ANSWER:

d

40. A(n) _____ is a predefined procedure that you can call (or invoke) when needed.

- a. method
- b. object
- c. class
- d. event

ANSWER:

a

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. You will use the most common properties of a picture box to complete the project.

41. According to the naming convention used in the book, an example of a valid value for the form’s Name property is _____.

- a. form Ridgeline
- b. formridgeline
- c. Ridgeline
- d. frmRidgeline

ANSWER:

d

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 property for the form
- c. create a new project and determine the directory for the application
- d. code the Exit button

ANSWER:

c

43. To make sure the title bar displays the text that Ridgeline Realty has requested, enter it into the form’s _____ property.

- a. TitleBar
- b. Name
- c. Text
- d. Title

ANSWER:

c

44. Which property is used to specify how the image in a picture box is displayed?

- a. Image
- b. Name
- c. SizeMode

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d. Visible

ANSWER:

c

45. To add the image of the company logo, you must first add a _____ control in which to display it.

- a. picture
- b. logo
- c. graphic
- d. picture box

ANSWER:

d

Essay

46. Briefly describe the job of a programmer and how a programmer is employed.

ANSWER: Answers may vary. When a company has a problem that requires a computer solution, typically a programmer comes to the rescue. The programmer might be an employee of the company or a freelance programmer who works on temporary contracts. First, the programmer meets with the person (or people) responsible for describing the problem. This person might be the one who will eventually use the solution; or they might be a software developer, who serves as an intermediary between the user and the programmer. The software developer will meet with the user and then outline the problem specification for the programmer. After the problem is fully understood, the programmer will begin planning an appropriate solution. When the planning is complete, the programmer will translate the solution into computer instructions—a process called coding. The programmer then will test the program rigorously with sample data to make sure it works both correctly and to the user's satisfaction. Depending on the complexity of the problem, multiple programmers might be involved in the planning and coding phases. Programming teams often contain subject-matter experts, who might or might not be programmers. For example, an accountant might be part of a team working on a program that requires accounting expertise.

47. Explain why and how the auto-hide feature is used when managing windows in the IDE.

ANSWER: Answers may vary. In most cases, you will find it easier to work in the IDE if you either close or auto-hide the windows you are not currently using. You close an open window by clicking the Close button on its title bar. You will find the options for opening a closed window on the View menu. You auto-hide a window by using its Auto Hide button, which is located on the window's title bar. The Auto Hide button is a toggle button: Clicking it once activates it, and clicking it again deactivates it.

48. Explain when and why controls should be locked on a form.

ANSWER: Answers may vary. After placing all of the controls in their appropriate locations, you should lock them on the form, which prevents them from being moved inadvertently as you work in the IDE. You can lock the controls by clicking the form (or any control on the form) and then clicking the Lock Controls option on the Format menu; you can follow the same procedure to unlock the controls. You can also lock and unlock the controls by right-clicking the form (or any control on the form) and then clicking Lock Controls on the context menu. When a control is locked, a small lock appears in the upper-left corner of the control.

49. Explain why and how an application's code or interface may be printed.

ANSWER: Answers may vary. It is a good idea to print a copy of your application's code for future reference. To print the code, the Code Editor window must be the active (current) window. You might also want to print a copy of the user interface; you can do this using either the Windows Snipping Tool or the Windows Snip & Sketch app, as long as the designer window is the active window.

Name _____ Class _____ Date _____
: _____ : _____ e: _____

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50. What are the two methods of exiting Visual Studio?

ANSWER: You can exit Visual Studio using either the Close button on its title bar or the Exit option on its File menu.