

Starting Out with Visual C# 2012
Chapter 2 Introduction to Visual C#

Multiple Choice

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1. When a(n) _____ appears around an object in the *Designer*, it indicates that the object is selected and is ready for editing.
- a. sizing handle
 - b. editing icon
 - c. bounding box
 - d. frame

ANS: C

2. _____ allow you to resize a selected object in the *Designer* by clicking and dragging the mouse when the mouse cursor becomes a two-headed arrow.
- a. Bounding boxes
 - b. Sizing handles
 - c. ToolTips
 - d. Properties

ANS: B

3. When you select an object in the *Designer*, that object's properties are displayed in the _____ window.
- a. *Designer*
 - b. *Editing*
 - c. *Object*
 - d. *Properties*

ANS: D

4. The _____ property determines the text that is displayed in the form's title bar.
- a. Title
 - b. Caption
 - c. Name
 - d. Text

ANS: D

5. The _____ property can be used to change the form's width and height in pixels.
- a. Area
 - b. Resolution
 - c. Size
 - d. Rectangle

ANS: C

6. When selected, the _____ button causes the properties in the *Properties* window to be displayed in alphabetical order.

- a. Arrange
- b. Ascending
- c. Descending
- d. Alphabetical

ANS: D

7. Selecting the _____ button in the *Properties* window causes the properties to be displayed in groups.
- a. Grouped
 - b. Categorized
 - c. Ordered
 - d. Type

ANS: B

8. The _____ shows a scrollable list of controls that you can add to a form.
- a. *Collection*
 - b. *Bank*
 - c. *Toolbox*
 - d. *Shelf*

ANS: C

9. You can click and drag a control to a new location when the mouse cursor is positioned inside the control and the mouse cursor becomes a _____.
- a. two-headed arrow
 - b. four-headed arrow
 - c. hand icon
 - d. scissor icon

ANS: B

10. To delete a control, select it on the form and then press the _____ key on the keyboard.
- a. Delete
 - b. Z
 - c. Tab
 - d. X

ANS: A

11. Button controls have a _____ property, which holds the text that is displayed on the face of the button.
- a. Text
 - b. Name
 - c. Description
 - d. Face

ANS: A

12. A control's _____ property identifies the control in the application's code and in the Visual Studio environment.
- a. Text
 - b. Source
 - c. Tag
 - d. Name

ANS: D

13. Control names are also known as _____.
- a. tags
 - b. identifiers
 - c. values
 - d. labels

ANS: B

14. Which one of the following Button control names is not a legal C# identifier?
- a. `_calculateTotalButton`
 - b. `printSalesReportButton`
 - c. `clear_customer_names_button`
 - d. `1stPlayerStartButton`

ANS: D

15. Which one of the following Button control names is a legal C# identifier?
- a. `_DisplayOption5Button`
 - b. `Exit!Button`
 - c. `*Clear*Button*`
 - d. `delete Record Button`

ANS: A

16. The _____ naming convention gets its name because the uppercase characters that appear in a name are sometimes reminiscent of a camel's humps.
- a. camelCase
 - b. Pascal
 - c. Hungarian notation
 - d. CaMeL style

ANS: A

17. When a student is learning computer programming, it is traditional to start by learning to write a _____ program.
- a. *Simple*
 - b. *Hello World*
 - c. *Pseudocode*
 - d. *K&R Style*

ANS: B

18. To run an application in Visual Studio, press the _____ button on the keyboard or click the *Start Debugging* button on the toolbar.
- a. Enter
 - b. F5
 - c. Tab
 - d. Shift

ANS: B

19. A file that contains program code is called a _____.
- a. source code file
 - b. program file
 - c. C# file
 - d. cs file

ANS: A

20. The _____ file contains the application's start-up code, which executes when the application runs.
- a. Main.cs
 - b. Code.cs
 - c. Program.cs
 - d. Source.cs

ANS: C

21. The _____ file contains code that is associated with the Form1 form.
- a. Form1.cs
 - b. MainForm.cs
 - c. Control.cs
 - d. Window.cs

ANS: A

22. A _____ is a container that holds classes.
- a. method
 - b. program
 - c. namespace
 - d. list

ANS: C

23. A(n) _____ is a container that holds methods (among other things).
- a. event
 - b. namespace
 - c. queue
 - d. class

ANS: D

24. A(n) _____ is a group of one or more programming statements that performs some operation.
- a. algorithm
 - b. method
 - c. class
 - d. namespace

ANS: B

25. The series of _____ directives that appears at the top of a C# source code file indicate which namespaces in the .NET Framework the program will use.
- a. `include`
 - b. `namespace`
 - c. `public`
 - d. `using`

ANS: D

26. Code containers, such as namespaces, classes, and methods, use _____ to enclose code.
- a. braces ({ })
 - b. asterisks (**)
 - c. parentheses (())
 - d. brackets ([])

ANS: A

27. To switch between the *Designer* and the code editor, you simply click the _____ for the desired window.
- a. icon
 - b. tab
 - c. button
 - d. bounding box

ANS: B

28. A(n) _____ is a method that executes when a specific event takes place while an application is running.
- a. action sequencer
 - b. feature coordinator
 - c. event handler
 - d. incident manager

ANS: C

29. A(n) _____ event occurs on a control when the user clicks the control while the program is running.
- a. Action
 - b. Click
 - c. Live
 - d. Mouse

ANS: B

30. A _____ is a small window, sometimes referred to as a dialog box that displays a message.
- a. standard window
 - b. pop up
 - c. banner
 - d. message box

ANS: D

31. If you want to execute a method, you write a statement known as a(n) _____.
- a. event handler
 - b. executor statement
 - c. initialization routine
 - d. method call

ANS: D

32. Which one of the following statements would correctly display the text *"Hello"* in a message box?
- a. `MessageBox("Hello")`
 - b. `MessageBox.Show("Hello");`
 - c. `msgbox(Hello);`
 - d. `msgbox.show(Hello)`

ANS: B

33. In programming we use the term _____ to mean string of characters.
- a. statement
 - b. thread
 - c. word
 - d. string

ANS: D

34. In C# code, _____ are required to indicate the beginning and the end of a string.
- a. single quotation marks
 - b. double quotation marks
 - c. parentheses
 - d. semicolons

ANS: B

35. Just as a period marks the end of a sentence, a _____ marks the end of a programming statement in C#.
- a. space
 - b. underscore
 - c. semicolon
 - d. period

ANS: C

36. When a piece of data is written into a program's code, it is called a _____.
- a. constant
 - b. sentinel
 - c. value
 - d. literal

ANS: D

37. When a string is written into a program's code, it is called a(n) _____.
- a. string literal
 - b. typed string
 - c. encoded string
 - d. string constant

ANS: A

38. When you have a project open in Visual Studio, the time during which you build the GUI and write the application's code is referred to as _____.
- a. prototyping
 - b. design time
 - c. visual planning
 - d. application progression

ANS: B

39. The time during which an application is executing is referred to as _____.
- a. up time
 - b. execution
 - c. run time
 - d. instancing

ANS: C

40. When you want to display text on a form, you use a _____.
- a. String control
 - b. Label control
 - c. Text control
 - d. Font control

ANS: B

41. The Label control can be found in the _____ group of the *Toolbox*.
- a. *Common Controls*
 - b. *Containers*
 - c. *Data*
 - d. *Components*

ANS: A

42. The _____ property allows you to set the font, font style, and size of the control's text.
- a. Appearance
 - b. Text
 - c. Font
 - d. Graphics

ANS: C

43. The _____ can be accessed in the *Properties* window by clicking the ellipses that appears next to the Font property's value.
- a. *Text* designer
 - b. *Font* dialog box
 - c. *Text* editor
 - d. *Font* selector

ANS: B

44. Label controls have a _____ property that allows you to display a border around the control's text.
- a. Border
 - b. FrameStyle
 - c. Frame
 - d. BorderStyle

ANS: D

45. Which one of the following is not a valid setting for a Label control's BorderStyle property?
- a. FixedSingle
 - b. None
 - c. Fixed3D
 - d. FixedDouble

ANS: D

46. Label controls have a(n) _____ property that controls the way they can be resized.
- a. Resize
 - b. AutoSize
 - c. Locked
 - d. Redraw

ANS: B

47. A _____ property can be set to one of two possible values: True or False.
- a. Boolean
 - b. Binary
 - c. Singular
 - d. Toggle

ANS: A

48. A Label control's _____ property can be used to align the text differently within the label.
- a. TextPosition
 - b. DisplayFont
 - c. TextAlign
 - d. GroupFont

ANS: C

49. In code, you use a(n) _____ to store a value in a control's property.
- a. string literal
 - b. assignment statement
 - c. dialog box
 - d. constant

ANS: B

50. In C#, the equal sign (=) is known as the _____.
- a. equality operator
 - b. parity operator
 - c. assignment operator
 - d. transfer operator

ANS: C

51. The standard notation for referring to a control's property in code is:
- a. *ControlName.PropertyName*
 - b. *ControlName->PropertyName*
 - c. *ControlName::PropertyName*
 - d. *ControlName<PropertyName/>*

ANS: A

52. Which of the following statements would display the number 25 in a Label control named `ouputLabel`?
- a. `outputLabel.Text = 25;`
 - b. `outputLabel.Text = "25";`
 - c. `outputLabel(25);`
 - d. `outputLabel = "25";`

ANS: B

53. Which of the following statements would clear the text that is displayed in a Label control named `cityLabel`?
- a. `cityLabel.Text = "empty";`
 - b. `cityLabel.Text = "none";`
 - c. `cityLabel.Text = "clear";`
 - d. `cityLabel.Text = "";`

ANS: D

54. _____ is a feature of Visual Studio that provides automatic code completion as you write programming statements.
- a. IntelliSense
 - b. AutoComplete
 - c. Snippet
 - d. CodeHelper

ANS: A

55. You can use a(n) _____ control to display a graphic image on a form.
- a. Image
 - b. Graphics
 - c. Texture2D
 - d. PictureBox

ANS: D

56. Once you have created a PictureBox control, you use its _____ property to specify the image that it will display.
- a. Picture
 - b. Image
 - c. Source
 - d. Display

ANS: B

57. The PictureBox control's _____ property specifies how the control's image is to be displayed.
- a. DisplayMode
 - b. Visible
 - c. SizeMode
 - d. Render

ANS: C

58. _____ is the default value of the PictureBox control's SizeMode property.
- a. AutoSize
 - b. Normal
 - c. Zoom
 - d. StretchImage

ANS: B

59. _____ is a term that refers to an image's width to height ratio.
- a. Area
 - b. Bounding box
 - c. Aspect ratio
 - d. UV map

ANS: C

60. When a PictureBox control's SizeMode property is set to _____, the image is uniformly resized to fit the PictureBox without losing its original aspect ratio.
- a. Normal
 - b. Zoom
 - c. CenterImage
 - d. StretchImage

ANS: B

61. Most controls have a(n) _____ property that determines whether the control is visible on the form at run time.
- a. Enabled
 - b. Invisible
 - c. Show
 - d. Visible

ANS: D

62. Assuming an application has a PictureBox control named `profilePictureBox`, which one of the following assignment statements will hide the PictureBox at run time?
- a. `profilePictureBox.Visible = False;`
 - b. `profilePictureBox.Visible = false;`
 - c. `profilePictureBox.Invisible = True;`
 - d. `profilePictureBox.Invisible = true;`

ANS: B

63. _____ are short notes that are placed in different parts of a program, explaining how those parts of the program work.
- a. Sketches
 - b. Tags
 - c. Comments
 - d. Labels

ANS: C

64. A(n) _____ appears on one line in a program and begins with two forward slashes (`//`).
- a. line comment
 - b. short comment
 - c. block comment
 - d. documentation comment

ANS: A

65. A(n) _____ can occupy multiple consecutive lines in a program and starts with `/*` (a forward slash followed by an asterisk) and ends with `*/` (an asterisk followed by a forward slash).
- a. line comment
 - b. block comment
 - c. short comment
 - d. documentation comment

ANS: B

66. _____ are used by professional programmers to embed extensive documentation in a program's source code.
- Line comments
 - Block comments
 - Documentation comments
 - Embedded comments

ANS: C

67. Programmers commonly use _____ in their code to create a sense of visual organization.
- different font colors
 - documentation comments
 - blank lines and indentations
 - ASCII art

ANS: C

68. To close an application's form in code, you use the statement _____.
- `me.Quit();`
 - `this.Close();`
 - `form.Exit();`
 - `app.Stop();`

ANS: B

69. When you enter a statement into the code editor, Visual Studio analyzes it, and if a syntax error is found, it is _____.
- automatically corrected
 - underlined with a jagged line
 - crossed out
 - highlighted

ANS: B

70. The _____ shows a description of the error, the source code file that contains the error, the line number and column number of the error, and the name of the project.
- Debug* dialog box
 - Crash* pop up
 - Error List* window
 - Just In Time* debugger

True or False

1. Each form and control in an application's GUI must have a name that identifies it.

ANS: T

2. The appearance and other characteristics of a GUI object are determined by the object's properties.

ANS: T

3. The *Properties* window contains a scrollable list of properties, which has two columns: the left column shows each property's name, and the right column shows each property's value.

ANS: T

4. Changing the form's Text property will change the form's name.

ANS: F

5. The properties in the *Properties* window are displayed alphabetically by default.

ANS: T

6. To add a control to a form, you simply find it in the *Toolbox* and then double-click it.

ANS: T

7. You cannot click and drag controls from the *Toolbox* onto the form.

ANS: F

8. Once a control has been added to a form, it cannot be deleted.

ANS: F

9. Deleting a control is simple: you select it and then press the F4 key on the keyboard.

ANS: F

10. When you create Button controls, they are automatically given default names such as `button1`, `button2`, and so forth.

ANS: T

11. When Button control is created, its Text property is initially set to the same value as the Button control's name.

ANS: T

12. The text that is displayed on a button should indicate what the button will do when it is clicked.

ANS: T

13. A control's name should reflect the purpose of the control.

ANS: T

14. C# identifiers can contain spaces after the first character.

ANS: F

15. The first character of a C# identifier must be one of the letters a through z or A through Z or an underscore character (_).

ANS: T

16. A *Hello World* program is a simple program that merely displays the words “*Hello World*” on the screen.

ANS: T

17. The only way to run a program in Visual Studio is by clicking the *Start Debugging* button on the toolbar.

ANS: F

18. C# source code files always end with the .cs extension.

ANS: T

19. The Program.cs file contains auto-generated code that serves as an outline to which you can add your own code as you develop the application.

ANS: F

20. It is important that you do not modify the contents of the Form1.cs file because doing so could prevent the application from executing.

ANS: F

21. C# code is primarily organized in three ways: namespaces, classes, and methods.

ANS: T

22. C# code is organized as namespaces, which are contained inside classes, which are contained inside methods.

ANS: F

23. Each opening brace ({) of a code container must have a corresponding closing brace (}) at some later point in the program.

ANS: T

24. You can detach the code editor and move it to another part of the screen.

ANS: T

25. When an event handler is generated for a control by Visual Studio, it doesn't do anything until you add your own code.

ANS: T

26. The .NET Framework provides a method named `MessageBox.Show` that you can use in Visual C# to display a message box.

ANS: T

27. Programmers refer to the act of executing a method as *calling* the method.

ANS: T

28. Double quotation marks are not required in code to mark the beginning and the end of a string.

ANS: F

29. Ending a programming statement with a semicolon is not required in C#.

ANS: F

30. If you wish to create a Click event handler for a control in Visual Studio, it is not necessary to double-click the control in the *Designer* first.

ANS: F

31. In C#, string literals must be enclosed in double quotation marks.

ANS: T

32. Programmers sometimes say that literals are values that are *soft coded* into a program because the value of a literal can be changed while the program is running.

ANS: F

33. In a C# application, all the buttons on a form must share the same Click event handler in form's source code file.

ANS: F

34. During design time, you can interact with the running application, but you cannot use the *Designer*, the *Toolbox*, the *Properties* window, the code editor, or parts of Visual Studio to make changes to it.

ANS: F

35. The terms *run time*, *runtime*, and *run-time* all typically mean the same thing.

ANS: T

36. Once you have placed a Label control on a form, you set its Text property to the text that you want to display.

ANS: T

37. A Label control's Text property is initially set to the same value as the Label control's name.

ANS: T

38. A control's name should never be changed to something other than the default name that Visual Studio gives it.

ANS: F

39. A Label control's BorderStyle property is set to FixedSingle by default.

ANS:

40. To change the BorderStyle property of a Label control in the *Designer*, select it in the *Properties* window and then click the down-arrow button that appears next to the value.

ANS: T

41. By default, a Label control's text is aligned with the top and left edges of the label's bounding box.

ANS: T

42. The assignment operator assigns the value that appears on its left side to the item that appears on its right side.

ANS: F

43. Because the Label control's Text property can accept strings only, you cannot display a number in a label.

ANS: F

44. In code, if you want to clear the text that is displayed in a Label control, simply assign an empty string (" ") to the control's Text property.

ANS: T

45. When typing a statement in code, you can press the Tab key on the keyboard to accept suggestions made by the IntelliSense feature of Visual Studio.

ANS: T

46. In the *Designer*, the PictureBox tool is located in the *CommonControls* group of the *Toolbox*.

ANS: T

47. When the PictureBox control's SizeMode property is set to AutoSize, the PictureBox control is automatically resized to fit the image that will be displayed.

ANS: T

48. PictureBox controls have a BorderStyle property, but it does not work like a Label control's BorderStyle property.

ANS: F

49. Buttons are the only controls that can respond to Click events.

ANS: F

50. When you use the *Properties* window to change a control's Visible property at design time, the control will become invisible in the *Designer*.

ANS: F

51. A control's Visible property cannot be modified in code.

ANS: F

52. When you write the values `true` or `false` in code, they must be written in all lowercase letters.

ANS: T

53. When a method executes, the statements in the method execute in the order that they appear, from the beginning of the method to the end of the method.

ANS: T

54. Comments are short notes that are intended for the compiler.

ANS: F

55. In C#, there are three types of comments: line comments, block comments, and documentation comments.

ANS: T

56. A line comment does not have to occupy the entire line, so a line comment can appear after an executable statement.

ANS: T

57. Block comments make it easier to write long explanations because you do not have to mark every line with a comment symbol.

ANS: T

58. Writing comments should be avoided, especially for large and complex programs.

ANS: F

59. The indentation of statements inside methods, classes, and namespaces is a convention that virtually all programmers follow.

ANS: T

60. The standard Windows close button is the only way to close an application you create with Visual Studio.

ANS: F

61. If you double-click the error message that is displayed in the Error List window, the code editor will highlight the code that caused the error.

ANS: T