**Starting Out with Visual Basic, 8e (Tony Gaddis/Kip Irvine)**

**Chapter 1 Introduction to Programming and Visual Basic**

**TRUE/FALSE**

 1. Application software manages the computer's hardware devices.

ANS: F

 2. Pseudocode is a combination of programming language and machine code.

ANS: F

 3. A control is an object that usually appears in a program's graphical user interface.

ANS: T

 4. Properties determine the visual appearance of a control.

ANS: T

 5. Control names may begin with a letter or a number.

ANS: F

 6. Control names may not contain spaces.

ANS: T

**MULTIPLE CHOICE**

 1. Which of the following is not a major hardware component of a typical computer system?

|  |  |  |  |
| --- | --- | --- | --- |
| a. | main memory | c. | operating system |
| b. | CPU | d. | secondary storage |

ANS: C

 2. You can think of \_\_\_\_\_\_\_\_\_\_ as the computer's work area, where variables are kept.

|  |  |  |  |
| --- | --- | --- | --- |
| a. | the CPU | c. | secondary storage |
| b. | main memory | d. | the desktop |

ANS: B

 3. Application software refers to programs that \_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. | manage a computer's hardware devices |
| b. | manage a computer's input and output |
| c. | performs diagnostic tests on secondary storage |
| d. | make the computer useful to the user |

ANS: D

 4. The purpose of an algorithm is to \_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. | analyze the nature of a problem |
| b. | describe a set of steps to solve a problem |
| c. | understand what a programming language does |
| d. | list the elements needed for the user interface |

ANS: B

 5. Which language is used by the CPU to process instructions?

|  |  |  |  |
| --- | --- | --- | --- |
| a. | Java | c. | machine language |
| b. | pseudocode | d. | Visual Basic |

ANS: C

 6. Which of the following simplifies the process of writing instructions that can be translated to machine language?

|  |  |  |  |
| --- | --- | --- | --- |
| a. | programming languages | c. | output devices |
| b. | variables | d. | graphical user interfaces |

ANS: A

 7. An object in Visual Basic \_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. | is also called an event handler |
| b. | is an attribute of a control |
| c. | is an action performed by a method |
| d. | contains data which are called properties |

ANS: D

 8. A word that has a specific predefined meaning in a programming language is called a(n) \_\_\_\_\_\_\_\_\_\_.

|  |  |  |  |
| --- | --- | --- | --- |
| a. | keyword | c. | variable |
| b. | operator | d. | comment |

ANS: A

 9. Which of the following is ***not*** an example of an event in Visual Basic?

|  |  |
| --- | --- |
| a. | clicking a button |
| b. | dragging a control onto a form from the tool box |
| c. | typing data into a text box |
| d. | clicking a control |

ANS: B

 10. When you create a Visual Basic desktop application, the last task you must do is to \_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. | correct runtime errors |
| b. | create the forms |
| c. | write the code for event procedures |
| d. | correct syntax errors |

ANS: A

 11. Programmers should use comments (or remarks) to \_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. | help human readers understand the code |
| b. | make a program run more efficiently |
| c. | make the code run faster |
| d. | make the program smaller in size |

ANS: A

 12. Flowcharts are used to \_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. | determine the controls required for the program |
| b. | describe the program's input and output |
| c. | graphically depict the control flow in a method |
| d. | check for syntax errors |

ANS: C

 13. How would you display the Designer window if it is not visible in your project?

|  |  |
| --- | --- |
| a. | Press Shift+F9 on the keyboard |
| b. | Click the Designer option in the View menu |
| c. | Press Ctrl+Alt+D on the keyboard |
| d. | Click View Designer in the Edit menu |

ANS: B

 14. The Auto Hide feature \_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. | enables the programmer to hide a control on a form |
| b. | permanently removes the Toolbox window from Visual Studio |
| c. | hides the controls on a form until the programmer changes the status |
| d. | causes a window to display as a tab along the edge of Visual Studio |

ANS: D

 15. The standard toolbar \_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. | allows the programmer to place controls on a form |
| b. | contains buttons that execute frequently used commands |
| c. | is difficult to use because you must remember the commands |
| d. | allows the programmer to create user defined controls |

ANS: B

 16. What is the purpose of the Toolbox window?

|  |  |
| --- | --- |
| a. | to create user defined methods |
| b. | to select controls and place them on a form |
| c. | to select event procedures associated with a control |
| d. | to select methods and place them on a form |

ANS: B

 17. How do you display a ToolTip?

|  |  |
| --- | --- |
| a. | single-click a button on the toolbar |
| b. | double-click a button on the toolbar |
| c. | hold the mouse pointer over a toolbar button for a few seconds |
| d. | tab to the button on the toolbar so it has the focus |

ANS: C

 18. Which of the following statements is true about a variable?

|  |  |
| --- | --- |
| a. | It performs various operations on data. |
| b. | It is a set of programming statements to perform a specific task. |
| c. | It is a storage location in memory represented by a name. |
| d. | It is a key element of the graphical user interface.  |

ANS: C

 19. Why is it necessary to run a program with test data as input?

|  |  |
| --- | --- |
| a. | to verify that there are no syntax errors in the program |
| b. | to verify that programming language elements are used correctly |
| c. | to verify the application produces correct results |
| d. | to see if the flowchart is correct |

ANS: C

 20. A TextBox control \_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. | is used to describe other controls on the form |
| b. | can be used to display graphical images |
| c. | has the function as a label control |
| d. | accepts text entered by the user |

ANS: D

 21. Which of the following is an example of a binary number?

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| a. | 3240 | b. | 1212 | c. | 1001 | d. | 2002 |

ANS: C

 22. The part of the program that users see and interact with is(are) the \_\_\_\_\_\_\_\_\_.

|  |  |  |  |
| --- | --- | --- | --- |
| a. | algorithm | c. | controls |
| b. | properties | d. | user interface |

ANS: D

 23. In Visual Basic we work with objects which have \_\_\_\_\_\_\_\_\_\_.

|  |  |  |  |
| --- | --- | --- | --- |
| a. | programmer preferences | c. | classes and actions |
| b. | projects and solutions | d. | properties and methods |

ANS: D

 24. Which of the following is(are) valid steps for developing a Visual Basic application?

|  |  |
| --- | --- |
| a. | determining the event handlers needed for each control |
| b. | determining the controls needed |
| c. | creating a flowchart of the code |
| d. | all of the above |

ANS: D

 25. A common form of secondary storage is \_\_\_\_\_\_\_\_\_\_.:

|  |  |  |  |
| --- | --- | --- | --- |
| a. | a flash drive | c. | RAM |
| b. | the CPU | d. | ROM |

ANS: A

 26. A form is a \_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. | window in which other controls may be placed |
| b. | box that displays text that cannot be changed by the user |
| c. | piece of data that determines a characteristic of a control |
| d. | control that displays a graphic image |

ANS: A

 27. Any control \_\_\_\_\_\_\_\_\_\_ should have a descriptive programmer-defined name.

|  |  |
| --- | --- |
| a. | used in a form |
| b. | whose name appears in a programming statement |
| c. | that is a label |
| d. | with a text property |

ANS: B

 28. If you wish to display text that cannot be modified by the user, you should use the \_\_\_\_\_\_\_\_\_\_.

|  |  |  |  |
| --- | --- | --- | --- |
| a. | TextBox control | c. | Caption control |
| b. | Label control | d. | Name control |

ANS: B

 29. Which of the following is an example of a control?

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| a. | Form | b. | TextBox | c. | Button | d. | all of these |

ANS: D

 30. A programming statement must refer to a control by its \_\_\_\_\_\_\_\_\_\_ property.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| a. | Text | b. | Identifier | c. | Name | d. | Form |

ANS: C

 31. Which of the words best fills in the blank in the following sentence:

It is useful to think of a running program as a combination of states and \_\_\_\_\_\_\_\_\_\_.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| a. | variables | b. | transitions | c. | calculations | d. | pseudocode |

ANS: B

 32. Which of the following is *not* a Visual Basic control?

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| a. | Form | b. | TextBox | c. | Algorithm | d. | Label |

ANS: C

 33. Which of the following adheres to the naming conventions for a text box control?

|  |  |  |  |
| --- | --- | --- | --- |
| a. | lblHoursWorked | c. | lblHoursWorked |
| b. | txthoursworked | d. | txtHoursWorked |

ANS: D

 34. The purpose of a compiler is to \_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. | aid the programmer in commenting his/her code |
| b. | aid the programmer in developing the GUIs |
| c. | convert a program from a programming language to machine code |
| d. | assemble and package the documentation for an application |

ANS: C