**Chapter 1 Review Questions**

1. A(n) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is an environment that contains all of the tools and

features

you need to create, run, and test your programs.

a. GUI

b. IDE

c. UDE

d. user interface

2. When using an analogy involving a blueprint and a tree house, the

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is the class, and the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is an object

created

from it.

a. blueprint, tree house b. tree house, blueprint

3. You create your application’s user interface in the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ window in

the IDE.

a. designer

b. form

c. GUI

d. interface

4. Each tool in the toolbox represents a class from which an object can be instantiated.

a. True b. False

5. Which window is used to set the characteristics that control an object’s appearance and

behavior?

a. Characteristics

b. Object

c. Properties

d. Toolbox

6. Which window lists the projects and files included in a solution?

a. Object

b. Project

c. Properties

d. Solution Explorer

7. Which of the following is an invalid name for an object?

a. picMy.Dog

b. btnCalcSalesTax

c. lbl2017

d. All of the above are invalid names.

8. Which property controls the text displayed in a form’s title bar?

a. Caption

b. Text

c. Title

d. TitleBar

9. Which property is used to give a form file a more meaningful name?

a. File

b. File Name

c. Form Name

d. Name

10. Which property determines the initial position of a form when the application is started?

a. InitialLocation

b. Location

c. StartLocation

d. StartPosition

11. Which property is used to disable the Maximize button on a form’s title bar?

a. ButtonMaximize

b. Maximize

c. MaximizeBox

d. MaximizeButton

12. Which property is used to give a button control a more meaningful name?

a. Application

b. Caption

c. Name

d. Text

13. The text displayed on a button’s face is stored in which property?

a. Caption

b. Label

c. Name

d. Text

14. When a form has been modified since the last time it was saved, what appears on its tab

in the designer window?

a. an ampersand (&)

b. an asterisk (\*)

c. a percent sign (%)

d. a plus sign (1)

15. Which option on the File menu closes the current solution?

a. Close

b. Close All

c. Close Solution

d. Exit Solution

16. What is the three-character extension appended to solution filenames in Visual Basic?

a. .prg

b. .sln

c. .src

d. .vbs

17. Which of the following can be accomplished using the Format menu?

a. aligning the borders of two or more controls

b. centering one or more controls horizontally on the form

c. making two or more controls the same size

d. All of the above.

18. When two or more controls are selected, how can you tell which one is the reference

control?

a. The reference control has white sizing handles.

b. The reference control has black sizing handles.

c. The reference control displays the number 1 in the left corner.

d. You can’t tell. You just need to remember which control you selected first.

19. Which statement terminates an application that contains only one form?

a. Me.Close()

b. Me.Done()

c. Me.Finish()

d. Me.Stop()

20. When you start a Windows Forms application in the IDE, the computer saves the application’s

executable (.exe) file in the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ folder.

a. project

b. project’s bin

c. project’s bin\Debug

d. project’s Debug\bin

21. Explain the difference between a form’s Text property and its Name property.

The Name property is the name you would use in code to call it. Text is the name a user would see in the form.

22. Explain the difference between a form file and a form.

A form is a window. Form File is the code.

23. What does the dot member access operator indicate in the text *System.Windows*

*.Forms.Label*?

24. Define the term “syntax.”

A set of rules to follow in order to create organize a language

25. How do you verify the name of the startup form?

Open the Project Designer Window.