Answer Key

Chapter Two : The Grand Tour (pgs. 36-59)

Section One: Touring Visual Basic

The Opening Screen

The five elements on the opening screen of VB are:

* Menu bar and toolbar: Select commands to perform tasks
* Window titled Form 1
  + Serves as the “face” of the program
  + The user interacts with the form
* Project Window: Forms are saved in projects
* Toolbox: Contains objects for building programs in VB6
* Properties Window: Use to change the properties of the object including name, color and size

Section Two: Placing Objects

Starting Out

* The filename extension for a form is “.frm”

Placing the Objects

* Textboxes
  + Can display letters, numbers, or a mixture of both
  + Can accept input from the user
* Labels
  + Use a label to tell something to the user
  + The text cannot be changed by the user
* The Command Control: Buttons that users click while running your program

Section Three: Finishing a Program

More on Properties of Objects

* Textbox
  + Text
    - Property is typically changed by the user or the program itself
    - The user can change the text inside a text box
  + Name
    - At first, both the name and the text will be the same
    - Change the name to a one “word” name
    - Typically add the prefix “txt”...Ex. txtLastName
* Labels
  + Caption: The text that is displayed on the screen
  + Autosize: When turned on, the label fits itself to the size of the caption
  + BorderStyle: Change the value so that no border, or a single line border appear
* Command Button
  + Caption : appears on button’s face
  + Name: used to refer to it in code, use the prefix “cmd”, Ex. “cmdQuit”

**Be sure to read the rest of the chapter for information on how to save, run and debug a project**

Chapter Two: The Grand Tour (pgs, 36-59)

Section One: Touring Visual Basic

The Opening Screen

The five elements on the opening screen of VB are:

* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_: Select commands to perform tasks
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
  + Serves as the “\_\_\_\_\_\_\_\_\_” of the program
  + The \_\_\_\_\_\_\_\_ interacts with the form
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_: Forms are saved in projects
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_: Contains objects for building programs in VB6
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_: Use to change the properties of the object including name, color and size

Section Two: Placing Objects

Starting Out

* The filename extension for a form is “.\_\_\_\_\_\_”

Placing the Objects

* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
  + Can display letters, numbers, or a mixture of both
  + Can accept\_\_\_\_\_\_\_\_\_\_\_\_\_\_from the user
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
  + Use a label to tell something to the user
  + The text (can, cannot) be changed by the user
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_: Buttons that users click while running your program

Section Three: Finishing a Program

More on Properties of Objects

* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
  + Text
    - Property is typically changed by the \_\_\_\_\_\_\_or the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
    - The user can change the text inside a text box
  + Name
    - At first, both the name and the text will be the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
    - Change the name to a one “word” name
    - Typically add the prefix “\_\_\_\_\_”...Ex. “txtLastName”
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
  + Caption: The text that is displayed on the screen
  + Autosize: When turned on, the label fits itself to the size of the \_\_\_\_\_\_\_\_\_\_\_\_\_\_
  + BorderStyle: Change the value so that no border, or a single line border appear
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
  + Caption : appears on button’s \_\_\_\_\_\_\_
  + Name: used to refer to it in code, use the prefix “\_\_\_\_\_\_”, Ex. “cmdQuit”

Be sure to read the rest of the chapter for information on how to save, run and debug a project!