**Answer Key**

**Chapter 7-Display**

* A pixel is the smallest graphic element of a display screen.
* The picture box has many uses. It can be:
  + Drawn upon with drawing controls like the shape and line controls from the toolbox
  + Drawn upon by graphics methods, like Line, PSet and Circle;
  + a Container or labels, textboxes, or other controls from the toolbox;
  + A container for an icon, a bitmap, or a metafile
* The imagebox allows an icon or bitmap to be stretched and distorted
* The value of the ScaleMode property determines the kind of coordinate system used. The ScaleWidth and ScaleHeight properties hold the dimensions of forms and picture boxes. These values depend on the size of the object and coordinate system chosen in the ScaleMode property.
* The PSet method will plot a point of a given color on the screen. The syntax is: object.PSet(x,y), color
* The cls method clears the contents of a picture box or a form.
* The DrawWidth property sets the size of the dot drawn by any of the drawing methods, like PSet and Line. The syntax is: p1.Scale (-10, 20)-(10, -20)
  + sets up a user-defines coordinate system with (-10,20) as the coordinate of teh upper left corner of the graph and (10,-20) as the lower right corner of the graph.
* A variety of different MsgBox boxes are available
* The QBColor function generates on of 16 colors. The RGB function lets the user specify 256 choices each for the red, green, and blue components of a composite color. The color is represented by a long integer.
* The Line method draws a line between the two points. It can draw a box, using the two coordinates as diagonal corners of the box, or a line from the previously plotted point to a point contained in the Line statement.
* The Circle method draws a complete or partial circle or ellipse.
* The Rnd function will return a random Single between 0 and 1. Multiply by a number to get a Single between 0 and and that number.

**Notes Summary**

**Chapter 7-Display (pg. 266-305)**

* A \_\_\_\_\_\_\_\_ is the smallest graphic element of a display screen.
* The picture box has many uses. It can be:
  + Drawn upon with drawing controls like the \_\_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_ controls from the toolbox
  + Drawn upon by graphics methods, like Line, PSet and Circle;
  + A container for labels, textboxes, or other controls from the toolbox;
  + A container for an icon, a bitmap, or a metafile
* The \_\_\_\_\_\_\_\_\_\_\_ allows an icon or bitmap to be stretched and distorted
* The value of the ScaleMode property determines the kind of \_\_\_\_\_\_\_\_\_\_\_\_\_ system used. The ScaleWidth and ScaleHeight properties hold the dimensions of forms and picture boxes. These values depend on the \_\_\_\_\_\_\_ of the object and coordinate system chosen in the ScaleMode property.
* The \_\_\_\_\_\_\_\_\_ method will plot a point of a given color on the screen. The syntax is: object.PSet(x,y), color
* The \_\_\_\_\_\_\_ method clears the contents of a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ or a \_\_\_\_\_\_\_\_\_.
* The DrawWidth property sets the size of the dot drawn by any of the drawing methods, like PSet and Line. The syntax is: p1.Scale (-10, 20)-(10, -20)
  + sets up a user-defined coordinate system with (-10,20) as the coordinate of the upper \_\_\_\_\_ corner of the graph and (10,-20) as the lower\_\_\_\_\_\_\_ corner of the graph.
* A variety of different MsgBox boxes are available
* The \_\_\_\_\_\_\_\_\_\_ function generates on of 16 colors. The RGB function lets the user specify 256 choices each for the red, green, and blue components of a composite color. The color is represented by a \_\_\_\_\_\_\_\_ integer.
* The \_\_\_\_\_\_\_\_\_\_ method draws a line between the two points. It can draw a box, using the two coordinates as diagonal corners of the box, or a line from the previously plotted point to a point contained in the Line statement.
* The \_\_\_\_\_\_\_\_\_\_\_ method draws a complete or partial circle or ellipse.
* The \_\_\_\_\_\_\_\_\_\_\_\_\_ function will return a random Single between 0 and 1. \_\_\_\_\_\_\_\_\_\_\_ by a number to get a Single between 0 and and that number.