**Multiple Choice**

1. A **(decision)** structure executes a set of statements only under certain circumstances.
2. A **(Single-alternative decision)** structure provides one alternative path of execution.
3. A(n) **(Boolean)** expression has a value of either true or false.
4. The symbols >, <, and == are all **(relational)** operators.
5. A **(dual-alternative decision)** structure tests a condition and then takes one path if the condition is true or another path if the condition is false.
6. You use a(n) **(if)** statement to write a single-alternative decision structure.
7. You use a(n) **(if-else)** statement to write a dual alternative decision structure.
8. A **(nested)** decision structure is written inside another decision structure.
9. &&, ||, and ! are **(logical)** operators.
10. A compound Boolean expression created with the **(&&)** operator is true only if both of its subexpressions are true.
11. A compound Boolean expression created with the **(||)** operator is true if either of its subexpressions is true.
12. The **(!)** operator takes a Boolean expression as its operand and reverses its logical value.
13. A **(Flag)** is a Boolean variable that signals when some condition exists in the program.
14. The **(TryParse)** family of methods can be used to convert a string to a specific data type without throwing an exception.
15. If several **(RadioButton)** controls exist in a GroupBox, only one of them may be selected at a time.
16. You use the **(switch)** statement to create a multiple-alternative decision structure.
17. The **(default)** section of a switch statement is branched to if none of the case values match the test expression.
18. A Listbox’s index numbering starts at **(0)**.
19. You can use the **(SelectedIndex)** property to determine whether an item is selected in a ListBox.
20. The **(items.selectindex)** property holds the item that is selected in a ListBox control.

**True or False**

1. You can write any program using only sequence structures. **F**
2. A single-alternative decision structure tests a condition and then takes one path if the condition is true or another path if the condition is false.  **F**
3. The if-else statement is a dual=alternative decision structure. **T**
4. A decision structure can be nested inside another decision structure. **T**
5. A compound Boolean expression created with the && operator is true only when both the subexpressions are true. **T**
6. The TryParse methods throw an exception if the string argument cannot be converted. **T**
7. Multiple CheckBox controls in the same GroupBox can be selected at the same time. **T**
8. The test expression in a switch statement can be a double or a decimal value. **T**
9. If an item is not selected in a ListBox, the control’s selected index property will be set to 0. **T**
10. To store items in a ListBox, you add them to the control’s text property. **F**