

TEST NAME: **5.03-5.05 Test**  
TEST ID: **2298900**  
GRADE: **09 - Ninth Grade - 12 - Twelfth Grade**  
SUBJECT: **Business**  
TEST CATEGORY: **My Classroom**

## 03/23/18, 5.03-5.05 Test

Student: \_\_\_\_\_  
Class: \_\_\_\_\_  
Date: \_\_\_\_\_

1. Grades are based on the scale below. Using this scale, which condition(s) would be used to identify students who made an "A" or a "B"?

A	93–100
B	85–92
C	78–84
D	70–77
F	0–69

- A. `dblScore < 85 And dblScore > = 93`  
B. `dblScore = 85 Or dblScore > 93`  
C. `dblScore > 85 And dblScore > = 90`  
**D. `dblScore > = 85`**

2. Grades are based on the scale below. Using this scale, which condition(s) would be used to identify students who made a "B"?

A	93–100
B	85–92
C	78–84
D	70–77
F	0–69

- A. `dblScore = 85 Or dblScore < 93`  
B. `dblScore > 85 And dblScore < = 93`  
**C. `dblScore > = 85 And dblScore < 93`**  
D. `dblScore < 85 And dblScore > = 93`

3. Which logical condition will determine if the `AccountBalance` is not less than `CreditLimit`?

- A. `AccountBalance <= CreditLimit`  
B. `AccountBalance <> CreditLimit`  
C. `AccountBalance = CreditLimit`  
**D. `AccountBalance >= CreditLimit`**

4. North Carolina allows a teenager to have a learner's permit if he/she is 15 and has had driver's education training. Consider the `intAge` and `blnHasHadDrivEd` variables. Which of the following If conditions would allow a learner's permit?

- A. `intAge = 15 And blnHasHadDrivEd = True`
- B. `intAge < 16 And blnHasHadDrivEd = True`
- C. `intAge > 14 Or blnHasHadDrivEd = True`
- D. `intAge = 15 Or blnHasHadDrivEd = True`

5. If 5 and 2 are entered in `txtNumber1` and `txtNumber2`, respectively, what will the following code display?

```
Dim intNumber1 As Integer= Convert.ToInt32(txtNumber1.Text)
Dim intNumber2 As Integer= Convert.ToInt32(txtNumber2.Text)
Dim intResult As Integer
intResult= intNumber1 Mod intNumber2
lblAnswer.Text= intResult.ToString()
```

- A. 1
- B. 2
- C. 3
- D. 5

6. If the user clicks on `btn1` in the code below:

```
Private Sub btn1_Click(ByVal sender as System.Object, ByVal e As System.EventArgs) Handles btn1.Click

    Dim gen as New Random
    Dim intX As Integer

    intX = gen.Next(2)
    if intX = 0 Then
        btn1.Visible = False
    ElseIf intX = 1 Then
        btn1.Visible = True
    Else
        MessageBox.Show("intX is: " & intX)
    End If

End Sub
```

- A. the button may become invisible.
- B. the MessageBox will display 0.
- C. the MessageBox will display 1.
- D. the program will terminate.
7. If there are 6 sides on a die, which statement generates a random whole number to represent one of the sides, given the following code?

```
Dim gen As New System.Random()
```

A. `gen.Next(1, 6)`

B. `gen.Next(0,7)`

C. `gen.Next(1, 7)`

D. `gen.Next(6)`

8. Which statement generates random whole numbers greater than or equal to 10 and less than 51, given the following code?

```
Dim gen As New System.Random()
```

A.

```
gen.Next(10, 50)
```

**B.**

```
gen.Next(10, 51)
```

C.

```
gen.Next(9, 50)
```

D.

```
gen.Next(9, 51)
```

9. If the 12 months are numbered 1 through 12, which statement generates a random whole number to represent one of the months, given the following code?

```
Dim gen As New System.Random()
```

**A.**

```
gen.Next(1, 13)
```

B.

```
gen.Next(1,12)
```

C.

```
gen.Next(1,11)
```

D.

```
gen.Next(12)
```

10. If the 7 weekdays are numbered 1 through 7, which statement generates a random whole number to represent one of the days, given the following code?

```
Dim gen As New System.Random()
```

A.

```
gen.Next(1, 6)
```

B.

```
gen.Next(7)
```

C.

```
gen.Next(1,7)
```

D.

```
gen.Next(1,8)
```

11. In the code below, which suit will never be selected?

```
Private Sub Button1_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button1.Click

    Dim gen As New Random
    Dim intX As Integer

    intX = gen.Next(4) + 1
    Select Case intX
        Case 0
            MessageBox.Show("Spades")
        Case 1
            MessageBox.Show("Hearts")
        Case 2
            MessageBox.Show("Clubs")
        Case 3
            MessageBox.Show("Diamonds")
        Case 4
            MessageBox.Show("other")
        Case 1, 2
            MessageBox.Show("a 1 or 2")
        Case 0 To 4
            MessageBox.Show("Only 0 and 3")
    End Select

End Sub
```

- A. Clubs
- B. Hearts
- C. Spades**
- D. Diamonds

12. Given the following statements:

```
If intGuess=intSelected Then
    lblMessage.Text="Correct"
Else
    lblMessage.Text="Incorrect"
End If
```

What is displayed when `intGuess` is 11 and `intSelected` is 15?

- A. Correct
- B. Correct on one line and Incorrect on the next line
- C. Incorrect**
- D. Nothing would be displayed

13. A meat packer grades meat "P" for Prime, "C" for Choice, "S" for Standard, and "G" for Good. Which case expression will represent `ChoiceMeat`?

- A. Case "CGSP"
- B. Case "P", "S"
- C. Case "C"**
- D. Case Else



14. In the code below, if the **Button1** is repeatedly clicked, how often will **MessageBox.Show** display the string **Only 0 and 3**?

```
Private Sub Button1_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button1.Click

    Dim gen As New Random
    Dim intX As Integer

    intX = gen.Next(4) + 1
    Select Case intX
        Case 0
            MessageBox.Show("Spades")
        Case 1
            MessageBox.Show("Hearts")
        Case 2
            MessageBox.Show("Clubs")
        Case 3
            MessageBox.Show("Diamonds")
        Case 4
            MessageBox.Show("other")
        Case 1, 2
            MessageBox.Show("a 1 or 2")
        Case 0 To 4
            MessageBox.Show("Only 0 and 3")
    End Select

End Sub
```

- A. **0% of the time**
- B. 25% of the time
- C. 50% of the time
- D. 75% of the time
15. Which case condition is correct?
- A. Case To 10
- B. Case Is 10
- C. **Case 10**
- D. Case = 10

16. Which condition is correct?

- A Case 2 And 5
- B. Case 2, 5**
- C. Case 2 - 5
- D. Case 2 Or 5

17. In the code below, if the **Button1** is repeatedly clicked, how often will **MessageBox.Show** display the string **a 1 or 2**?

```
Private Sub Button1_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button1.Click

    Dim gen As New Random
    Dim intX As Integer

    intX = gen.Next(4) + 1
    Select Case intX
        Case 0
            MessageBox.Show("Spades")
        Case 1
            MessageBox.Show("Hearts")
        Case 2
            MessageBox.Show("Clubs")
        Case 3
            MessageBox.Show("Diamonds")
        Case 4
            MessageBox.Show("other")
        Case 1, 2
            MessageBox.Show("a 1 or 2")
        Case 0 To 4
            MessageBox.Show("Only 0 and 3")
    End Select
End Sub
```

- A About half the time
- B. Never**
- C. Impossible to predict
- D. About 1 time in 7

18. Given the following statements:

```
Dim intExperience As Integer = 10
If intExperience > 5 Then
    lblMessage.Text="Sufficient Experience"
Else
    lblMessage.Text="Inexperienced"
End If
```

What is displayed when the statements execute?

- A. Inexperienced
  - B. Nothing would be displayed
  - C. Sufficient experience
  - D. Sufficient experience on one line and inexperience on the other
19. The Loop structure is also referred to as a:
- A. decision.
  - B. block.
  - C. repetition.
  - D. case.

20. In the code below, when the MessageBox is displayed, the variable `intJ` will be:

```
Private Sub btn1_click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btn1.Click

    Dim gen As New Random
    Dim intTot As Integer
    Dim intJ As Integer = 0

    Do
        intTot += gen.Next(0, 101)
        intJ += 2
    Loop while intJ < 10

    MessageBox.Show(intTot)
End Sub
```

- A. 8.
- B. 10.**
- C. 12.
- D. unknown.
21. Typically, accumulators and counters are initialized to which value?
- A. 1
- B. 0**
- C. 2
- D. Nothing

22. Examine the code below. What value is stored in `intResult` after the loop executes?

```
Dim intCount As Integer
Dim intResult As Integer

For intCount = 0 to 11 Step 2
    intResult= intResult + 1
Next
```

A. 6

B. 10

C. 11

D. 12

23. In the code below, how many iterations will this loop execute?

```
Private Sub btn1_click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles bt
n1.Click

    Dim gen As New Random
    Dim intTot As Integer
    Dim intJ As Integer = 0

    Do
        intTot += gen.Next(0, 101)
        intJ += 2
    Loop while intJ < 10

    MessageBox.Show(intTot)
End Sub
```

A. 4

B. 5

C. 6

D. 10

24. In the code below, what is the value stored in `intX` when the loop terminates?

```
Dim gen As New Random()  
Dim intGrade, intSum, intX As Integer  
  
For intX = 0 To 6 Step 2  
    intGrade = gen.Next(60, 100)  
    intSum += intGrade  
Next intX  
MessageBox.Show(intSum)
```

- A. 0
- B. 5
- C. 6
- D. 8

25. In the code below, what is the value stored in `intCount` when the MessageBox is displayed?

```
Dim gen As New Random  
Dim intGrade, intSum, intCount As Integer  
Dim dblAvg As Double  
  
For intCount = 0 To 6  
    intGrade = gen.Next(60, 100)  
    intSum += intGrade  
Next intCount  
dblAvg = intSum / (intCount - 1)  
MessageBox.Show(dblAvg.ToString("###.00"))
```

- A. 0
- B. 5
- C. 6
- D. 7

26. In the code below, the **For loop** has how many iterations?

```
Dim gen As New Random
Dim intGrade, intSum, intCount As Integer
Dim dblAvg As Double

For intCount = 0 To 6
    intGrade = gen.Next(60, 100)
    intSum += intGrade
Next intCount
dblAvg = intSum / (intCount - 1)
MessageBox.Show(dblAvg.ToString("###.00"))
```

- A. 0
- B. 5
- C. 6
- D. 7**

27. Given the following statements:

```
Dim intNum As Integer = 0
Do
    intNum = intNum + 1
Loop While intNum < 5
```

How many times will the body of the Do ... Loop execute?

- A. 0
- B. 2
- C. 5**
- D. 10

28. In the code below, which variable is the accumulator?

```
Dim gen As New Random
Dim intGrade, intSum, intCount As Integer
Dim dblAvg As Double

For intCount = 0 To 6
    intGrade = gen.Next(60, 100)
    intSum += intGrade
Next intCount
dblAvg = intSum / (intCount - 1)
MessageBox.Show(dblAvg.ToString("###.00"))
```

- A.
- B.
- C.
- D.

29. In the code below, which variable is the counter?

```
Dim gen As New Random
Dim intGrade, intSum, intCount As Integer
Dim dblAvg As Double

For intCount = 0 To 6
    intGrade = gen.Next(60, 100)
    intSum += intGrade
Next intCount
dblAvg = intSum / (intCount - 1)
MessageBox.Show(dblAvg.ToString("###.00"))
```

- A.
- B.
- C.
- D.



30. Given the following statements:

```
Dim intNum As Integer
For intNum = 1 To 11
    MessageBox.Show(intNum)
Next intNum
```

What is the value of `intNum` after the last loop iteration?

- A. 1
- B. 10
- C. 11
- D. 12

31. In the code below, the for loop has how many iterations?

```
Dim gen As New Random()
Dim intGrade, intSum, intX As Integer

For intX = 0 To 6 Step 2
    intGrade = gen.Next(60, 100)
    intSum += intGrade
Next intX
MessageBox.Show(intSum)
```

- A. 4
- B. 5
- C. 6
- D. 7

32. Given the following statements:

```
Dim intNum As Integer
For intNum = 1 to 5
    MessageBox.Show(intNum)
Next intNum
```

What is the value of `intNum` after the last loop iteration?

- A. 1
- B. 5
- C. 6
- D. 8

33. In the code below, how many iterations will this loop execute?

```
Private Sub btn1_click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles bt
n1.Click

    Dim gen As New Random
    Dim intTot As Integer
    Dim intJ As Integer = 0

    Do while intJ < 10
        intTot += gen.Next(0, 101)
        intJ += 2
    Loop

    MessageBox.Show(intTot)
End Sub
```

- A. 4
- B. 5
- C. 6
- D. 10

34. In the code below, if the line of code `intJ += 2` were changed to `intJ -= 2`, what would be the result?

```
Private Sub btn1_click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btn1.Click

    Dim gen As New Random
    Dim intTot As Integer
    Dim intJ As Integer = 0

    Do
        intTot += gen.Next(0, 101)
        intJ += 2
    Loop while intJ < 10

    MessageBox.Show(intTot)
End Sub
```

- A. Everything would work the same, except `intJ` would be negative.
- B. No significant change would be seen.
- C. The program would lock up in an infinite loop.
- D. The program would stop when `intJ` reaches 0.
35. In the following code, how many times does the program count through the loop structure?

```
For intCounter as integer = 1 To 9 Step -3
```

- A. Infinite
- B. 1
- C. 9
- D. 3

36. Which is the correct syntax for a pretest Do Loop?

A.

```
Do While condition
    statements
End Do
```

B.

```
Do While condition
    statements
End While
```

C.

```
Do While condition
    statements
Loop
```

D.

```
Do While condition
    statements
Next
```

37. In the code below, this **Do Loop** is a:

```
Private Sub btn1_click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles bt
n1.Click

    Dim gen As New Random
    Dim intTot As Integer
    Dim intJ As Integer = 0

    Do while intJ < 10
        intTot += gen.Next(0, 101)
        intJ += 2
    Loop

    MessageBox.Show(intTot)
End Sub
```

A. Random Do Loop.

B. Fixed Do Loop.

C. Pre Test Do Loop.

D. Post Test Do Loop.

38. Given the following code segment, what is the value of `intNumber` that displays in the Label?

```
Dim intCount, intNumber As Integer
intCount = 0
intNumber = 0
Do
    intNumber = intNumber + 2
    intCount = intCount + 1
Loop Until intCount > 3
lblAnswer.Text = intNumber
```

- A. 2
- B. 4
- C. 6
- D. 8
39. In what type of loop are the conditions evaluated **before** the instructions are processed?
- A. Pretest
- B. Finite
- C. Infinite
- D. Posttest

40. What type of **Do Loop** is executed by the code below?

```
Private Sub btn1_click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btn1.Click

    Dim gen As New Random
    Dim intTot As Integer
    Dim intJ As Integer = 0

    Do
        intTot += gen.Next(0, 101)
        intJ += 2
    Loop while intJ < 10

    MessageBox.Show(intTot)
End Sub
```

- A. Random Do Loop
- B. Fixed Do Loop
- C. Pre Test Do Loop
- D. Post Test Do Loop**

41. In the code below, if the Random Number generator is fair, the value in `intTot` after the loop completes, on average, will tend to be close to:

```
Private Sub btn1_click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles bt
n1.Click

    Dim gen As New Random
    Dim intTot As Integer
    Dim intJ As Integer = 0

    Do while intJ < 10
        intTot += gen.Next(0, 101)
        intJ += 2
    Loop

    MessageBox.Show(intTot)
End Sub
```

- A. 200.
- B. 250.**
- C. 300.
- D. 350.

42. When the MessageBox is displayed in the code below figure, the variable `intJ` will be:

```
Private Sub btn1_click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btn1.Click

    Dim gen As New Random
    Dim intTot As Integer
    Dim intJ As Integer = 0

    Do while intJ < 10
        intTot += gen.Next(0, 101)
        intJ += 2
    Loop

    MessageBox.Show(intTot)
End Sub
```

- A. 8.
- B. 10.
- C. 12.
- D. unknown.
43. In the following code, how many times does the program count through the loop structure?

```
For intCounter as integer = 1 To 9 Step 3
```

- A. 0
- B. 1
- C. 3
- D. 9
44. In the following code, how many times does the program count through the loop structure?

```
For intCounter as integer = 1 To 5
```

- A. 0
- B. 1
- C. 5
- D. The loop will not start.