**Multiple Choice**

1. A(n) \_\_\_\_\_\_ is the thin dotted line that encloses an object in the *Designer*.

**Answer**: C. Bounding box.

1. The small squares that appear on the right edge, bottom edge, and lower-right corner of a form’s bounding box are called \_\_\_\_\_\_. **Answer**: D. Sizing handles.
2. \_\_\_\_\_\_ is the name of the blank form that Visual Studio initially creates in a new project. **Answer**: A. Form1
3. The \_\_\_\_\_\_\_ property holds the text that is displayed on the face of the button.

**Answer**: B. Text.

1. A file that contains program code is called a(n) \_\_\_\_\_\_. **Answer**: D. Source code file.
2. A namespace is a container that holds \_\_\_\_\_\_. **Answer**: D. Classes.
3. A(n) \_\_\_\_\_\_ is a method that executes when a specific event takes place while an application is running. **Answer**: B. Event Handler.
4. The statement *MessageBox.Show(“Hello world”);* is an example of a(n) \_\_\_\_\_\_. **Answer:** A. Method call.
5. In programming we use the term *string* to mean \_\_\_\_\_\_.

**Answer**:C. String of characters.

1. A(n) \_\_\_\_\_\_ marks the end of a programming statement in C#. **Answer**: A. Semicolon.
2. A piece of data that is written into a program’s code is a(n) \_\_\_\_\_\_. **Answer**: D. Literal.
3. The time during which you build the GUI and write the application’s code is referred to as \_\_\_\_\_\_. **Answer**: B. Design time.
4. The time during which an application is executing is referred to as \_\_\_\_\_\_.

**Answer**: D. Run time.

1. When you want to display text on a form, you use a \_\_\_\_\_\_ control. **Answer**: C. Label.
2. The \_\_\_\_\_\_ property allows you to set the font, font style, and size of the control’s text. **Answer**: D. Font.
3. A \_\_\_\_\_\_ property can be set to one of two possible values: True or False.

**Answer**: A. Boolean.

1. Label controls have a(n) \_\_\_\_\_\_ property that controls the way they can be resized. **Answer**: B. Autosize.
2. The \_\_\_\_\_\_ property can be used to change the text’s alignment in the label.

**Answer**: D. TextAlign.

1. In code, you can use a(n) \_\_\_\_\_\_ to store a value in a control’s property.

**Answer**: C. Assignment statement.

1. The equal sign (=) is known as the \_\_\_\_\_\_. **Answer**: B. Assignment operator.
2. The standard notation for referring to a control’s property in code is \_\_\_\_\_\_.

**Answer**: A. ControlName.PropertyName .

1. \_\_\_\_\_\_ is a feature of Visual Studio that provides automatic code completion as you write programming statements. **Answer**: C. Intellisense.
2. You can use a(n) \_\_\_\_\_\_ control to display a graphic image on a form.

**Answer**: B. PictureBox.

1. Once you have created a PictureBox control, you use its \_\_\_\_\_\_ property to specify the image that it will display. **Answer**: A. Image.
2. The PictureBox control’s \_\_\_\_\_\_ property specifies how the control’s image is to be displayed. **Answer**: C. SizeMode
3. \_\_\_\_\_\_ is the image’s width to height ratio. **Answer**: A. Aspect ratio.
4. Most controls have a \_\_\_\_\_\_ property that determines whether the control is visible on the form at run time. **Answer**: C. Visible.
5. A(n) \_\_\_\_\_\_ appears on one line in a program. **Answer**: B. Line comment.
6. A \_\_\_\_\_\_ can occupy multiple consecutive lines in a program.

**Answer**: A. Block comment.

1. Programmers commonly use blank lines and indentations in their code to create a sense of \_\_\_\_\_\_. **Answer**: B. Visual organization.
2. To close an application’s form in code, you use the statement \_\_\_\_\_\_.

**Answer**: D. *this.Close();*

**True/False**

1. Changing an object’s Text property also changes the object’s name. **Answer**: False.
2. When a form is created, its Text property is initially set to the same value as the form’s name. **Answer**: True.
3. The form’s title is displayed in the bar along the top of a form. **Answer**: True.
4. C# source code files always end with the .cs extension. **Answer**: True.
5. You add your own code to the Program.cs file as you develop an application. **Answer**: False.
6. C# code is organized as methods, which are contained inside classes, which are contained inside namespaces. **Answer**: True.
7. In C# code, each opening brace must have a corresponding closing brace at some point later in the program. **Answer**: True.
8. When you double click a control in the *Designer*, Visual Studio not only creates an empty event handler, but it also writes some code that you don’t see, elsewhere in the project that is necessary for the event handler to properly function. **Answer**: False.
9. A Label control’s Text property is initially set to the same value as the Label control’s name. **Answer**: True.
10. When a Label control’s AutoSize property is set to True, you cannot manually change the size of the control by clicking and dragging its bounding box. **Answer**: True.
11. By default, a label’s text is aligned with the bottom and right edges of the label’s bounding box. **Answer**: False.
12. Label controls are useful for displaying output while an application is running.

**Answer**: True.

1. The assignment operator assigns the value that appears on its left side to the item that appears on the right side. **Answer**: False.
2. PictureBox controls also have a BorderStyle property that works just like a label control’s BorderStyle property. **Answer**: True.
3. Buttons are the only controls that can respond to click events. **Answer**: False.
4. The Visible property is a Binary property, which means it can be set only to the values 1 and 0. **Answer**: False.
5. When you write the values **TRUE** or **FALSE** in code, they must be written in all lowercase letters. **Answer**: True.
6. In C#, there are three types of comments: line comments, block comments, and documentation comments. **Answer**: True.
7. To close an application’s form in code, you use the statement *Close.This();.*

**Answer**: False.

1. The Visual Studio code editor examines each statement as you type it, and reports any syntax errors that are found. **Answer**: True.