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Chapter 3

Due 03-19-2018

**Multiple Choice**

1. When the user types into a TextBox control, the text is stored in the control’s \_\_\_\_\_\_\_ property. **Answer:** B. Text.
2. A \_\_\_\_\_ is a storage location in memory that is represented by a name. **Answer:** D. Variable.
3. In C#, you must \_\_\_\_\_ a variable before you can use it to store data. **Answer:** C. Declare.
4. A variable’s \_\_\_\_\_\_\_ indicates the type of data that the variable will hold. **Answer:**
5. Fundamental types of data, such as strings, integers, and real numbers, are known as \_\_\_\_\_\_\_. **Answer:**
6. A \_\_\_\_\_\_\_\_ identifies a variable in the program code. **Answer:**
7. A common operation performed on strings is \_\_\_\_\_\_\_\_\_, or appending one string to the end of another string. **Answer:**
8. A \_\_\_\_\_\_\_\_ belongs to the method in which it is declared, and only statements inside that method can access the variable. **Answer:**
9. Programmers use the term \_\_\_\_\_\_\_\_\_\_\_\_ to describe the part of a program in which the variable may be accessed. **Answer:**
10. A variable’s \_\_\_\_\_\_\_ is the time period during which the variable exists in memory while the program is executing. **Answer:**
11. One way to make sure that a variable has been assigned a value is to \_\_\_\_\_\_\_\_\_ the variable with a value when you declare it. **Answer:**
12. You can use a \_\_\_\_\_\_\_\_\_ to explicitly convert a value from one numeric data type to another, even if the conversion might result in a loss of data. **Answer:**
13. The process of dropping a number’s fractional part is called \_\_\_\_\_\_\_\_\_\_. **Answer:**
14. A programmer’s tools for performing calculations are \_\_\_\_\_\_\_\_. **Answer:**
15. A \_\_\_\_\_\_\_\_\_\_ performs a calculation and gives a value. **Answer:**
16. C# offers a special set of operators known as \_\_\_\_\_\_\_\_\_ that are designed specifically for changing the value of a variable without having to type the variable name twice. **Answer:**
17. In computer science, the term \_\_\_\_\_\_\_\_\_ typically means to analyze a string of characters for some purpose. **Answer:**
18. A(n) \_\_\_\_\_\_\_\_\_ is a piece of data that is passed into a method. **Answer:**
19. A(n) \_\_\_\_\_\_\_\_\_ is an unexpected error that occurs while a program is running, causing the program to halt if the error is not properly dealt with. **Answer:**
20. The \_\_\_\_\_\_\_\_\_\_ indicates that you want the number to appear formatted in a specific way when it is returned as a string from the ToString method. **Answer:**
21. You have started an application by clicking the start *Debugging* button or by pressing F5 on the keyboard. If an exception is thrown, the application stops running and Visual Studio goes into a special mode known as \_\_\_\_\_\_\_\_\_. **Answer:**
22. Code that responds to exceptions when they are thrown and prevents the program from abruptly crashing is called a(n) \_\_\_\_\_\_\_\_\_\_. **Answer:**
23. A \_\_\_\_\_\_\_\_\_ is a name that represents a value that cannot be changed during the program’s execution. **Answer:**
24. A \_\_\_\_\_\_\_\_ is a variable that is declared inside a class but not inside any method. **Answer:**
25. A(n) \_\_\_\_\_\_\_\_\_\_ specifies how a class member can be accessed by code outside the class. **Answer:**
26. A \_\_\_\_\_\_\_\_\_ is a field that cannot be changed by any statement in the class. **Answer:**
27. The .NET Framework provides a class named \_\_\_\_\_\_\_\_\_, which contains numerous methods that are useful for performing advanced mathematical operations. **Answer:**
28. When a control has the \_\_\_\_\_\_\_\_\_, it receives the user’s keyboard input. **Answer:**
29. The order in which controls receive the focus is called the \_\_\_\_\_\_\_\_. **Answer:**
30. The \_\_\_\_\_\_\_\_\_\_ contains a numeric value, which indicates the control’s position in the tab order. **Answer:**

**True or False**

1. You can clear the contents of a TextBox control in the same way that you clear the contents of a Label control. **Answer:**
2. In C#, you must declare a variable in a program before you can use it to store data. **Answer:**
3. You can declare multiple variables of different data types with one declaration. **Answer:**
4. When you append the letter D or d to a numeric literal, it is treated as a decimal and is referred to as a decimal literal. **Answer:**
5. The order of operations dictates that the division operator works before the addition operator does. **Answer:**
6. All variables have a ToString method that you can call to convert the variable’s value to a string. **Answer:**
7. When you pass the formatting string “C” or “c” to the ToString method, the number is returned formatted as currency. **Answer:**
8. When you declare a named constant, an initialization value is required. **Answer:**
9. An error will occur if the compiler finds a statement that tries to change the value of a constant field. **Answer:**
10. Forms and most controls have a Preferences property that allows you to change the object’s background color. **Answer:**