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Chapter 4 Questions

Due 3/26/18

**Multiple Choice**

1. A \_\_\_\_\_\_ structure executes a set of statements only under certain circumstances.

**Answer:**  C. Decision.

1. A \_\_\_\_\_\_ structure provides one alternative path of execution.

**Answer:**  B. Single-alternative Decision

1. A(n) \_\_\_\_\_\_ expression has a value of either true or false. **Answer:**  D. Boolean.
2. The symbols >, <, and == are all \_\_\_\_\_\_ operators. **Answer:**  A. Relational.
3. A \_\_\_\_\_\_ structure tests a condition and then takes one path if the condition is true or another path if the condition is false. **Answer:**  C. Dual-alternative Decision
4. You use a(n) \_\_\_\_\_\_ statement to write a single-alternative decision structure.

**Answer:**  B. if.

1. You use a(n) \_\_\_\_\_\_ statement to write a dual alternative decision structure.

**Answer:**  C. if-else.

1. A \_\_\_\_\_\_ decision structure is written inside another decision structure. **Answer:**  A. Nested.
2. &&, ||, and ! are \_\_\_\_\_\_ operators. **Answer:**  A. Relational.
3. A compound Boolean expression created with the \_\_\_\_\_\_ operator is true only if both of its subexpressions are true. **Answer:**  A. &&.
4. A compound Boolean expression created with the \_\_\_\_\_\_ operator is true if either of its subexpressions is true. **Answer:**  B. ||.
5. The \_\_\_\_\_\_ operator takes a Boolean expression as its operand and reverses its logical value. **Answer:**  C. !.
6. A \_\_\_\_\_\_ is a Boolean variable that signals when some condition exists in the program.

**Answer:**  A. Flag.

1. The \_\_\_\_\_\_ family of methods can be used to convert a string to a specific data type without throwing an exception. **Answer:**  C. TryParse.
2. If several \_\_\_\_\_\_ controls exist in a GroupBox, only one of them may be selected at a time. **Answer:**  B. RadioButton.
3. You use the \_\_\_\_\_\_ statement to create a multiple-alternative decision structure.

**Answer:**  D. switch.

1. The \_\_\_\_\_\_ section of a switch statement is branched to if none of the case values match the test expression. **Answer:**  B. default.
2. A Listbox’s index numbering starts at \_\_\_\_\_\_. **Answer:**  A. 0.
3. You can use the \_\_\_\_\_\_ property to determine whether an item is selected in a ListBox.

**Answer:**  C. SelectedIndex.

1. The \_\_\_\_\_\_ property holds the item that is selected in a ListBox control.

**Answer:**  B. SelectedItem.

**True or False**

1. You can write any program using only sequence structures. **Answer:**  False.
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. **Answer:**  True.
3. The if-else statement is a duel-alternative decision structure. **Answer:**  True.
4. A decision structure can be nested inside another decision structure. **Answer:**  True.
5. A compound Boolean expression created with the && operator is true only when both the subexpressions are true. **Answer:**  True.
6. The TryParse methods throw an exception if the string argument cannot be converted.

**Answer:**  False.

1. Multiple CheckBox controls in the same GroupBox can be selected at the same time.

**Answer:**  True.

1. The test expression in a switch statement can be a double or a decimal value.

**Answer:**  True.

1. If an item is not selected in a ListBox, the control’s selected index property will be set to 0. **Answer:**  False.
2. To store items in a ListBox, you add them to the control’s text property. **Answer:**  False.