



**UNIVERSITI TUN HUSSEIN ONN MALAYSIA**  
**ANSWER SCHEME**  
**TEST**  
**SEMESTER II**  
**SESSION 2021/2022**

COURSE NAME : VISUAL PROGRAMMING

COURSE CODE : DAT 21103

PROGRAMME CODE : DAT

EXAMINATION DATE : JULY 2022

DURATION : 1 HOUR

INSTRUCTION : 1. ANSWERS **ALL** QUESTIONS.

2. THIS TEST IS CONDUCTED VIA **CLOSE BOOK.**

3. STUDENTS ARE **PROHIBITED** TO CONSULT THEIR OWN MATERIAL OR ANY EXTERNAL RESOURCES DURING THE EXAMINATION CONDUCTED VIA CLOSED BOOK

THIS QUESTION PAPER CONSISTS OF **ELEVEN (11) PAGES**

## SECTION A (30 MARKS)

- Q1** Visual Basic responds to events using which of the following?
- A A code procedure
  - B An event procedure**
  - C A form procedure
  - D A property
- Q2** What property of controls tells the order they receive the focus when the tab key is pressed during run time?
- A Focus order
  - B Focus number
  - C Tab index**
  - D Control order
- Q3** The Properties window plays an important role in the development of Visual Basic applications. It is mainly used
- A to change how objects look and feel.**
  - B when opening programs stored on a hard drive.
  - C to allow the developer to graphically design program components.
  - D to set program related options like Program Name, Program Location, etc.
- Q4** An algorithm is defined as
- A a mathematical formula that solves a problem.
  - B a tempo for classical music played in a coda.
  - C a logical sequence of steps that solve a problem.**
  - D a tool that designs computer programs and draws the user interface.
- Q5** Determine the compound condition that evaluates True if one or both conditions are True .
- A `txtMark.Text > 0 Or txtMark.Text < 100`**
  - B `txtMark.Text > 0 And txtMark.Text < 100`
  - C `Not txtMark.Text = 100`
  - D `txtMark.Text > 0`
- Q6** Which of the following arithmetic operations has the highest level of precedence?
- A + -
  - B \* /
  - C ^ exponentiation**
  - D ( )
- Q7** Identify the proper syntax when using a message dialog box.
- A `MessageBox.Show("Hi there", "Hi")`**
  - B `MessageBox.Show("Hi there",, "Hi")`
  - C `MessageBox.Show('Hi there, Hi')`
  - D `MessageBox.Show('Hi there', 'Hi')`
- Q8** Identify the output of the following statement.

```
txtBox.Text = FormatCurrency(1234.567)
```

- A     \$1234.567
- B     1,234.57
- C     \$1234.57
- D     \$1,234.57**

**Q9** The output for coding syntax of `Asc ("A")` is 65. Identify the output for syntax `Asc ("C")`.

- A     66
- B     67**
- C     68
- D     C

**Q10** The output for coding syntax of `Asc ("A")` is 65. Identify the output that will be displayed by syntax `txtBox.Text = Chr (65) & "BC"`

- A     ABC**
- B     A BC
- C     656667
- D     Not enough information in available

**Q11** The three main logical operators are \_\_\_\_\_, \_\_\_\_\_, and \_\_\_\_\_.

- A     And, Or, Not**
- B     And, Not, If
- C     Or, Not, If
- D     False, And, True

**Q12** Identify value for x would make the statement `Not (x >= 5)` condition is **TRUE**.

- A     x is equal to 7
- B     x is equal to 4**
- C     x is equal to 5.001
- D     x is equal to 5.000

**Q13** What happens to a variable declared locally inside a Sub procedure after the procedure terminates?

- A     It maintains its value even after the End Sub statement executes.
- B     It no longer existed after the End Sub statement executes.**
- C     It loses its value temporarily after the End Sub statement executes, but regains that value upon re-entry to the Sub procedure.
- D     It is reset to its default value.

**Q14** If you keep a variable undeclared, it is automatically taken as to which of the following data type in Visual Basic?

- A     Char
- B     Integer
- C     Object**
- D     String

**Q15** What will be the output of the following Visual Basic code, If the `intnumber` variable is 110?

```
If intnumber<=100 Then
    Intnumber=intnumber*2;
Else
    Intnumber=intnumber*3;
EndIf
```

- A 180
- B 330**
- C 156
- D 270

**Q16** Identify the value of StudScore(2) in the following program segment.

```
Dim StudScore(4) As Integer
StudScore = {98, 97, 96, 95, 94}
```

- A 98
- B 97
- C 96**
- D 95

**Q17** What will be the output of the following Visual Basic code?

```
Dim intScores As Integer = {78, 83, 75, 90}
Array.Sort(intScores)
```

- A 90, 83, 78, 75
- B 78, 75, 83, 90
- C 78, 83, 75, 90
- D 75, 78, 83, 90**

**Q18** Who developed Visual Basic?

- A Symantec
- B Oracle
- C Microsoft**
- D Bill Gates

**Q19** \_\_\_\_\_ is the process of finding and removing errors.

- A Checking
- B Compiling
- C Debugging**
- D Quick Watch

**Q20** Identify visual basic control that is used to display text but user cannot change it directly.

- A Textbox
- B Label**
- C Button
- D Listbox

**Q21** The \_\_\_\_\_ allows direct exit from a For loop, Do loop, sub procedure, or function procedure.

- A Break
- B Exit Do
- C Exit For
- D **Exit**

**Q22** Identify the property that is used to change name of the command button.

- A **Text**
- B Caption
- C Name
- D Anchor

**Q23** Identify visual basic control that allows multiple answers to be selected?

- A RadioButton
- B ComboBox
- C **CheckBox**
- D GroupBox

**Q24** To attach a scroll bar to the textbox , the property of textbox should be set to\_\_\_\_\_.

- A **Multiline = True**
- B Scrollbar = True
- C SingleLine = False
- D Visible = True

**Q25** The event that occurs when certain key of keyboard is pressed is called \_\_\_\_\_ .

- A KeyType
- B **KeyPress**
- C KeyEnter
- D MouseOver

**Q26** The text property of a text box behaves like a \_\_\_\_\_ data type.

- A **String**
- B Integer
- C Double
- D Text

**Q27** Which statement is **TRUE** if `strName` is declared in two different Sub procedures.?

- A The program will malfunction when it is executed.
- B When the value of `strName` is changed in one Sub procedure, it will also be changed in the other Sub procedure.
- C Visual Studio's smart editor will alert you that this is an error before the program is executed.
- D **The two variables will be local to their respective Sub procedures.**

**Q28** The Properties window plays an important role in the development of Visual Basic applications. It is mainly used \_\_\_\_\_ .

- A **to change how objects look and feel**
- B when opening programs stored on a hard drive
- C to allow the developer to graphically design program components
- D to set program related options like Program Name, Program Location, etc.

**Q29** An algorithm is defined as \_\_\_\_\_ .

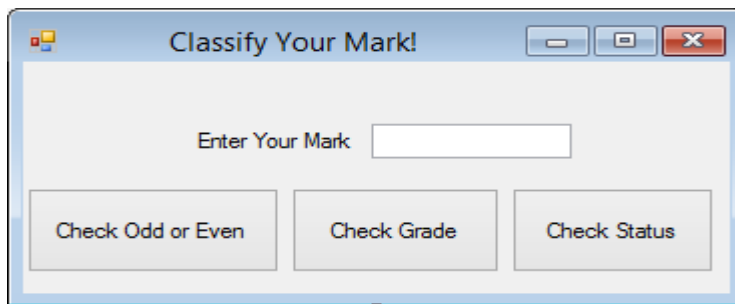
- A a mathematical formula that solves a problem
- B a tempo for classical music played in a code
- C a logical sequence of steps that solve a problem
- D a tool that designs computer programs and draws the user interface

**Q30** Identify the value that will be assigned to the numeric variable  $x$  when the following statement  $x = 2 + 3 * 4$  is executed.

- A 20
- B 14
- C 92
- D 234

**SECTION B (20 MARKS)**

**Q31** Write a program that will display a decision in a message box for the mark entered by the user at a Text Box called `txtMark` as per form and condition given below .



(a) Write the code for the first button `btnOddEven`, using If-ElseIf statements that will classify whether the mark is an odd or even number.

(4 marks)

```

Mark = txtMark.Text

If IsNumeric(Mark) Then
    If (Mark Mod 2 <> 0) Then
        result = " is odd"
    Else
        result = " is even"
    End If
Else
    result = "Value must be numeric"
End If

MsgBox(txtMark.Text & result, MsgBoxStyle.Information, _
    "Odd or Even")
    
```

0.5 marks

2 marks

1.5 marks

- (b) Write the code for the second button `btnGrade`, using If-ElseIf statements that will display the grade received, whether it is “A”, “B”, “C” or “D” based on table below.

Marks	Grade
80 to 100	A
60 to 79	B
40 to 59	C
Less than 40	D

(8 marks)

```

Mark = txtMark.Text
If Mark >= 80 And Mark <= 100 Then
    Grade = "A"
ElseIf Mark >= 60 And Mark < 80 Then
    Grade = "B"
ElseIf Mark >= 40 And Mark < 60 Then
    Grade = "C"
ElseIf Mark >= 0 And Mark < 40 Then
    Grade = "D"
Else
    Grade = "Out of Range"
End If

```

```

MsgBox("You Grade is"&Grade,MsgBoxStyle.Information, "Grade")

```

- (c) Write the code for the third button `btnStatus`, using Select Case statement that will display a messages of based on table below.

Marks	Status
0 to 49	Need to work harder
50 to 59	Average
60 to 69	Above Average
70 to 84	Good
85 to 100	Excellence

(8 marks)

```

Mark = txtMark.Text
Select Case Mark
    Case 0 To 49
        Status = "Need to work harder"
    Case 50 To 59
        Status = "Average"
    Case 60 To 69
        Status = "Above Average"
    Case 70 To 84
        Status = "Good"
    Case 85 To 100
        Status = "Excellence"
    Case Else
        Status = "Wrong entry, please reenter the mark"
End Select

```

```

MsgBox(Status, MsgBoxStyle.Information, "Status")

```

**-END OF QUESTIONS –**