**Visual Basic 512**

**Topic 4**

1. Visual Basic does not support graphics that enable programmer to enhance the window application visually.
   1. True
   2. False

Answer:B

1. API stands for
   1. Application Programming Interface.
   2. Application Program Interface.
   3. Additional Program Integrated.
   4. None of the above.

Answer: A

1. Class Graphic contains methods used for drawing:
   1. Strings, lines, rectangles, variable.
   2. Strings, lines, rectangles, other shapes.
   3. Strings, lines, rectangles, arrays.
   4. Strings, lines, rectangles, values.

Answer: B

1. The \_\_\_\_\_\_\_\_ raw shape outlines the brush draws solid objects
   1. Line.
   2. String.
   3. Brush.
   4. Pen

Answer: D

1. Structure Colour set the colours of various graphics components, as well as method that allow user to create new colour.
   1. True
   2. False

Answer: A

1. \_\_\_\_\_\_\_\_\_\_\_ set the colours of various graphics components, as well as method that allow user to create new colour.
   1. GDI
   2. Size
   3. Colour
   4. Thrown

Answer: C

1. \_\_\_\_\_\_ namespace provide structures Rectangle and Point
   1. System.Drawing
   2. System.Apllication
   3. OpenOrCreate
   4. None of the above

Answer: B

1. Colour can enhance a program’s appearance and help convey meaning:
   1. True
   2. False

Answer: A

1. Create property will create a new a file; If the file already exist, it is overwritten
   1. True
   2. False

Answer: A

1. Programmers seldom call the OnPaint method directly, because the drawing of graphics is an event-driven process.
   1. True
   2. False

Answer: A

1. An event—such as the covering, uncovering or resizing of a window—calls the OnPaint method of that form
   1. True
   2. False

Answer: A

1. Colours does not enhance a program’s appearance and help convey meaning. S
   1. True
   2. False

Answer: B

1. Combination of alpha, red, green and blue components called \_\_\_\_\_\_\_\_ values
   1. ARGB
   2. BGRA
   3. RABG
   4. RBAG

Answer: A

1. All four ARGB components are Bytes that represent integer values in the range from \_\_\_\_\_\_\_\_\_.
   1. 10 to 100
   2. 5 to 25
   3. 0 to 250
   4. 0 to 255

Answer: d

1. \_\_\_\_\_\_\_ tests a font for an underline font style. Returns True if the font is underlined.
   1. Strikeout
   2. SizePoint
   3. Underline
   4. Italic

Answer: C

1. \_\_\_\_\_\_\_\_ returns a Single value indicating the current font size measured in points.
   1. Strikeout
   2. SizePoint
   3. Underline
   4. Size

Answer: D

1. \_\_\_\_\_\_\_\_\_\_ represents the font’s name as a String.
   1. Name
   2. SizePoint
   3. Underline
   4. Size

Answer: a

1. \_\_\_\_\_\_\_ represents the FontFamily of the Font(a grouping structure to organize fonts and define their similar properties).
   1. Name
   2. FontFamily
   3. Underline
   4. Size

Answer: B

1. Property \_\_\_\_\_\_\_\_ represent the height of the font
   1. Name
   2. Height
   3. Underline
   4. Size

Answer: B

**Topic 5**

1. Visual Basic controls consist of three elements. Which one is odd from the list
   1. Value
   2. Properties
   3. Methods
   4. Events

Answer: A

1. \_\_\_\_\_\_\_\_\_ describe the object.
   1. Value
   2. Properties
   3. Methods
   4. Events

Answer: B

1. \_\_\_\_\_\_\_\_ causes an object to do behave in a certain way:
   1. Value
   2. Properties
   3. Methods
   4. Events

Answer: C

1. The \_\_\_\_\_\_\_\_\_\_ control allows the user to a make selection by clicking on the listed item(s).
   1. Input
   2. Listbox
   3. Label
   4. Button

Answer: B

1. All Visual Basic objects can be moved, resized or customized by setting their properties.
   1. True
   2. False

Answer: A

1. The \_\_\_\_\_\_\_\_\_\_ control allows the user to a make selection by clicking on the listed item(s).
   1. Input
   2. Label
   3. Combo Box
   4. Button

Answer: C

1. A list box cannot be populated at design time with the String Collection Editor.
   1. True
   2. False

Answer: B

1. Both list and combo boxes can be populated at run time with \_\_\_\_\_\_\_ method.
   1. Items.Addition
   2. Items.Select
   3. Items.Put
   4. Items.Add

Answer: D

1. The items on a list box are indexed with zero-based numbering.
   1. True
   2. False

Answer: A

1. Properties can be set at design time by using the Properties windows or at run time by using statements in the program code..
   1. True
   2. False

Answer: A

1. A(n) \_\_\_\_\_\_\_\_\_\_ helps programmer to interact with an object.
   1. Property
   2. Method
   3. Event
   4. ListBox

Answer: C

1. \_\_\_\_\_\_\_\_ fires whenever we press the mouse button over any control
   1. Double Click
   2. Click
   3. Form Load
   4. A and B

Answer: B

1. \_\_\_\_\_\_\_\_\_\_ event, is fires whenever we click on a control, twice in a quick succession.
   1. Double Click
   2. Click
   3. Form Load
   4. A and B

Answer: A

1. A(n)is a signal that informs an application that’s something important has occurred..
   1. Property
   2. Event
   3. Method
   4. A and B

Answer: b

1. A \_\_\_\_\_ control can be though of as a text box with list box attached to it.
   1. Text Box
   2. Label
   3. Combo Box
   4. DataGrid

Answer: C

1. Combo Box have all the properties, methods and events that list boxes have, plus a few more.
   1. True
   2. False

Answer: A

1. Which option is not part of combo box style
   1. DropDown
   2. DropDownList
   3. Simple
   4. Straight

Answer: D

1. \_\_\_\_\_\_\_\_\_ method insert the value into the list box
   1. Items.Add
   2. Items.Clear
   3. Items.Count
   4. Items.SelectedIndex

Answer: A

1. \_\_\_\_\_\_\_\_\_ method remove all items from the list box
   1. Items.Add
   2. Items.Clear
   3. Items.Count
   4. Items.SelectedIndex

Answer: B

1. \_\_\_\_\_\_\_\_\_ property will display number of items in the list box. .
   1. Add
   2. Text
   3. Count
   4. SelectedItem

Answer: C

1. The user can select one radio button in a group. .
   1. True
   2. False

Answer: A

1. The \_\_\_\_\_\_ property of the radio button is used to set the state of a radio button.
   1. Radio Button
   2. List Box
   3. Combo Box
   4. *Checked*

Answer: D

1. You cannot display text, image or both on radio button control.
   1. True
   2. False

Answer: B

1. You can also change the appearance of the radio button control by using the *\_\_\_\_* property.
   1. Check
   2. Sort
   3. Appearance
   4. AutoCheck

Answer: C

1. \_\_\_\_\_\_\_ gets or sets the caption for a radio button.
   1. Appearance
   2. AutoCheck
   3. Text
   4. SelectedItem

Answer: C

1. \_\_\_\_\_\_\_\_\_\_ gets or sets a value indicating whether the control is checked.
   1. Appearance
   2. AutoCheck
   3. Text
   4. Checked

Answer: D

1. \_\_\_\_\_\_\_\_\_ gets or sets the location of the check box portion of the radio button.
   1. TabStop
   2. AutoCheck
   3. Checked
   4. CheckAlign

Answer: D

1. \_\_\_\_\_\_\_\_\_ gets or sets a value indicating whether a user can give focus to the RadioButton control using the TAB key.
   1. TabStop
   2. AutoCheck
   3. Text
   4. Checked

Answer: A

1. An Event \_\_\_\_\_\_\_occurs when the value of the Checked property of the RadioButton control is changed.
   1. Changed
   2. Load
   3. AppearanceChanged
   4. CheckedChanged

Answer: D

1. The \_\_\_\_\_\_\_\_\_\_\_ control is used for displaying images on the form.
   1. ListBox
   2. TreeView
   3. Radio Button
   4. PictureBox

Answer: D

1. The \_\_\_\_\_\_\_\_ property of the control allows you to set an image both at design time and at run time.
   1. Image
   2. ErrorImage
   3. AllowDrop
   4. SizeMode

Answer: A

1. \_\_\_\_\_\_\_\_\_ Occurs when the Size property value of the picture box changes
   1. Resize
   2. SizeChanged
   3. Leave
   4. KeyUp

Answer: B

1. \_\_\_\_\_\_\_\_\_ represents a Windows progress bar control.
   1. Scrollbar
   2. DateTimePicker
   3. TreeView
   4. ProgressBar

Answer: D

1. \_\_\_\_\_\_\_\_\_ implements the basic functionality of a scroll bar control..
   1. Scrollbar
   2. DateTimePicker
   3. TreeView
   4. ProgressBar

Answer: A

1. \_\_\_\_\_\_\_\_\_ represents a Windows control that allows the user to select a date and a time and to display the date and time with a specified format.
   1. Scrollbar
   2. DateTimePicker
   3. TreeView
   4. ProgressBar

Answer: B

1. \_\_\_\_\_\_\_\_\_ displays a hierarchical collection of labeled items, each represented by a TreeNode.
   1. Scrollbar
   2. DateTimePicker
   3. Tree
   4. TreeView

Answer: D

1. \_\_\_\_\_\_\_\_\_ represents a Windows list view control, which displays a collection of items that can be displayed using one of four different views
   1. ListView
   2. DateTimePicker
   3. TreeView
   4. ProgressBar

Answer: A

1. It is not possible to add Menus and Sub Menus in vb.net..
   1. True
   2. False

Answer: B

1. ProgressBar shows a bar that fills in from right to left as the operation progresses.
   1. True
   2. False

Answer: B

1. \_\_\_\_\_\_\_\_\_\_ property display current selected items
   1. SelectedIndex
   2. SelectedItem
   3. Sort
   4. Items

Answer: B

1. Property \_\_\_\_\_\_\_\_\_ gets a value indicating whether the ListBox currently enables selection of list items.
   1. SelectedIndex
   2. SelectedItem
   3. Sort
   4. AllowSelection

Answer: D

1. \_\_\_\_\_\_\_\_\_ gets or sets the type of border drawn around the list box.
   1. SelectedIndex
   2. SelectedItem
   3. BorderStyle
   4. AllowSelection

Answer: C

1. \_\_\_\_\_\_\_\_\_\_ gets the items of the list box.
   1. SelectedIndex
   2. SelectedItem
   3. BorderStyle
   4. Items

Answer: D

1. Gets or sets the zero-based index of the currently selected item in a list box.
   1. SelectedIndex
   2. SelectedItem
   3. BorderStyle
   4. Items

Answer: A

1. Gets or sets the value of the member property specified by the ValueMember property.
   1. SelectedIndex
   2. SelectedItem
   3. BorderStyle
   4. SelectedValue

Answer: C

1. Gets or sets a value indicating whether the items in the list box are sorted alphabetically.
   1. Sorted
   2. SelectedItem
   3. BorderStyle
   4. SelectedValue

Answer: A

1. What will be the output of the code below: lst.items.Add (“South Africa”)
   1. USA
   2. South Africa
   3. UK
   4. Southern African

Answer: B

1. SelectedIndex property returns the index of the selected items. If no items is selected the value is.
   1. 0
   2. 1
   3. -1
   4. -2

Answer: C

1. lst.Items.RemoveAt(n) will.
   1. Deleted item having index n
   2. Deleted first occurrence of the string value
   3. Deleted the last occurrence of the string value
   4. Error

Answer: A

1. lst.Items.Remove(n) will.
   1. Deleted item having index n
   2. Deleted first occurrence of the string value
   3. Deleted the last occurrence of the string value
   4. Error

Answer: B

1. lst.Items.Insert(n,value) will.
   1. Deleted item having index n
   2. Deleted first occurrence of the string value
   3. Deleted the last occurrence of the string value
   4. Insert the value as the item of index n

Answer: D

1. lst.Items.IndexOf(value) will
   1. Deleted item having index n
   2. Deleted first occurrence of the string value
   3. Index of the first items to have the value
   4. Insert the value as the item of index n

Answer: C

1. The value \_\_\_\_\_ returned when you peek beyond the last record.
   1. 0
   2. 1
   3. 10
   4. -1

Answer: D

1. Consider the code and GUI to determine the output: Lst.items.Count



* 1. 4
  2. 5
  3. Good Movies
  4. -4

Answer: B

1. The default value of the Sorted property is
   1. False.
   2. True
   3. 1
   4. 0

Answer: A

1. \_\_\_\_\_\_\_\_\_ property is used to set background colour of a ComboBox respectively
   1. BackColour
   2. ForeColour
   3. BackgroundColour
   4. BackGroupColour

Answer: A

1. ForeColour property is used to set foreground colour of a ComboBox respectively
   1. BackColour
   2. ForeColour
   3. BackgroundColour
   4. BackGroupColour

Answer: B

1. \_\_\_\_\_\_\_\_ control is a listbox control with checkbox displayed in the left side where user can select a single or multiple items
   1. List-Box
   2. Combo-Box
   3. CheckList
   4. Radio Button

Answer: C

1. \_\_\_\_\_\_\_\_\_\_\_ acts as a container for the controls
   1. List-Box
   2. Group Box
   3. CheckList
   4. Radio Button

Answer: B

1. Unlike radio button CheckBoxes does not have checkState property.
   1. True
   2. False

Answer: B

1. If a checkbox has been selected, the value for the CheckState property will be:
   1. 10
   2. -10
   3. -1
   4. 1

Answer: D

1. Consider the code: When will Message box be displayed?

If CheckBox1.CheckState = 1 Then

MessageBox.Show("Checked")

End If

* 1. Never
  2. All the time
  3. When checkbox is ticked
  4. When checkbox is not ticked

Answer: C

1. Consider the code: When will “checked” message be displayed?

If CheckBox1.CheckState = CheckState.Checked Then

MessageBox.Show("Checked")

Else

MessageBox.Show("Not Checked")

End If

* 1. Never
  2. All the time
  3. When checkbox1 is not ticked
  4. When checkbox1 is ticked

Answer: D

1. Consider the code: When will “checked” message be displayed?

If CheckBox1. CheckState = 1 Then

MessageBox.Show("Checked")

ElseIf Checkbox1. CheckState = 0 Then

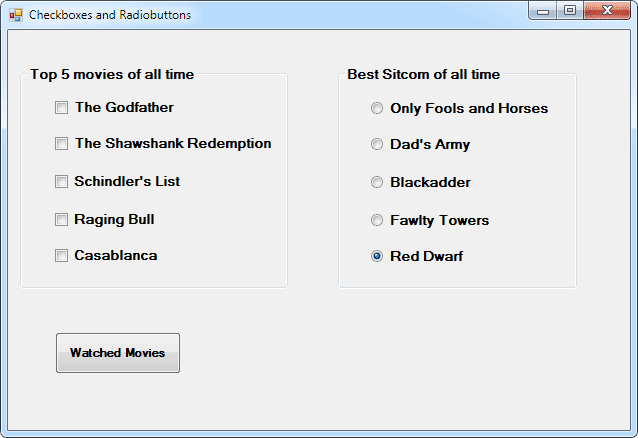
MessageBox.Show("Unchecked")

End If

* 1. Never
  2. All the time
  3. When checkbox1 is not ticked
  4. When checkbox1 is ticked

Answer: D

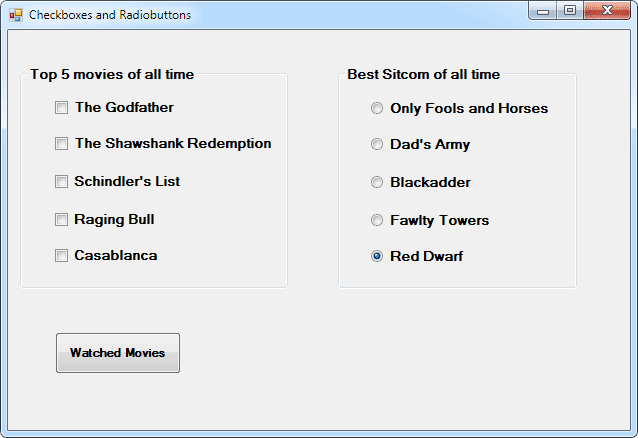
1. Consider the GUI below. User won’t be able to select more than one radio button at the placed, what could be the reason?



* 1. Should select option 1first
  2. Should select at least four checkboxes first.
  3. Because all the radio buttons are placed in the same group box.
  4. None of the above

Answer: C

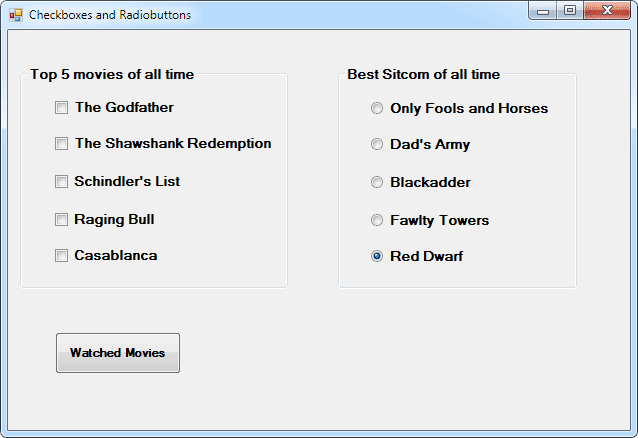
1. Consider the GUI below. If you can place another set of radio buttons in a second group box, and these would work independently of the set of radio buttons in the first group box.



* 1. True
  2. False

Answer: A

1. Consider the GUI below. You can make one selection at the time for sitcom because only one of the radio buttons will be True if selected: all the others will then have a value of False.



* 1. True
  2. False

Answer: A

1. From the code shown below which “Key-word” is a method?

MessageBox.Show(“ I love programming. Do you love it too?“

* 1. Message
  2. MesageBox
  3. Show
  4. “I love programming. Do you love it too?”
  5. Answer: C

1. What is the effect of the code below:

Private Sub DescendingToolStripMenuItem1\_Click(sender As Object, e As EventArgs) Handles DescendingToolStripMenuItem1.Click

lstSolorSystem.Sorted = True

lstSolorSystem.Sorted = False

Dim i As Integer

Dim count = lstSolorSystem.Items.Count

For i = lstSolorSystem.Items.Count - 1 To 0 Step -1

lstSolorSystem.Items.Add(lstSolorSystem.Items(i))

Next

For i = 0 To count - 1

lstSolorSystem.Items.RemoveAt(lstSolorSystem.SelectedItem)

Next

* 1. Sort list box in Ascending
  2. Sort list box in Descending
  3. Nothing
  4. A and B

Answer: A

1. With \_\_\_\_\_\_\_\_\_ or \_\_\_\_\_\_\_\_\_\_\_ combo box, the user can fill the text box either by typing directly into it or b y selecting an item from the list.
   1. Simple, DropDown
   2. Simple, DropDownlist
   3. DropDown, DropDownList
   4. DropDown, DropDown

Answer: A

1. With a \_\_\_\_ style combo box, the user can fill the text box only be selecting an item from the list
   1. Simple,
   2. DropDown
   3. DropDownlist
   4. DropList

Answer: C

1. \_\_\_\_\_is the default setting of a combo box’s DropDownStyle property
   1. DropDown
   2. Simple
   3. DropDownList
   4. DropList.

Answer: A

1. If a checkbox has been selected, the value for the CheckState property will be 1; if it hasn't been selected, the value is: .
   1. 1
   2. 10
   3. -1
   4. 0

Answer: D

1. Generally, a combo box is appropriate when there is a list of suggested choices
   1. True
   2. False

Answer: A

1. Generally list box is appropriate when you want to limit input to what is on the list.:
   1. True
   2. False

Answer: A

1. A \_\_\_\_\_\_\_\_\_ contains an edit field, so choices not on the list can be typed in this field..
   1. Combo box
   2. List Box
   3. Picture Box
   4. Scroll bar

Answer: A

1. You can use the \_\_\_\_\_\_\_\_\_\_method to delete items from a combo box.
   1. Remove
   2. Subtract
   3. RemoveItem
   4. Removal

Answer: C