**Visual Basic 512**

**Topic 1**

1. There two categories of problems that a program may encounter when it executes.
   1. Logic error and Exception
   2. Exception and Error
   3. Logic error and boom error
   4. Exception and debug

Answer: A

1. What / which error would occur if a user enters a word when the program prompts for a number?
   1. Logic
   2. Exception
   3. Debug
   4. None on the above

Answer: B

1. When unhandled exception is generated the program will:
   1. Terminate abruptly
   2. Holt
   3. Run normally
   4. User will be notified, and terminate.

Answer: A

1. Logic errors in programs are called:
   1. Mistakes
   2. Faults
   3. Bugs
   4. Debug

Answer: C

1. The process of finding and correcting exception is called debugging.
   1. True
   2. False

Answer: A

1. Processing of tracing the values of variables on paper by writing down their expected value after “mentally executing” each line in the programs.
   1. Drawing
   2. Tracing
   3. Coping
   4. Desk Checking

Answer: D

1. Debugging window consist of:
   1. Immediate window
   2. Watch window
   3. Local window
   4. All of the above

Answer: D

1. Program Mode consists of:
   1. Design mode
   2. Run mode
   3. debug mode
   4. All of the above

Answer: D

1. If programmer does not explicitly include exception-handling code in the program, then VB handles an exception with a default handler.
   1. True
   2. False

Answer: A

1. If the \_\_\_\_\_\_\_\_\_ statement specified, the corresponding statement block is always the last code to be executed just before control leaves Try.....Catch... Finally
   1. Try
   2. Catch
   3. Finally
   4. Finish

Answer: C

1. If the exception occurs that the code does not specifically handle, visual basic will default to its normal exception message.
   1. True
   2. False

Answer: A

1. Handling exceptions with \_\_\_\_\_\_\_\_\_\_\_\_\_\_ will stop your application from receiving runtime errors (errors encountered during running the application) caused by exceptions.
   1. Correct
   2. Tried, Trace, Correct
   3. Try, Catch and Finally
   4. B and C

Answer: C

1. The Try keyword in exception handler will tell the compiler to ignore errors raised.
   1. True
   2. False

Answer: B

1. The \_\_\_\_\_\_\_\_ keyword will occur regardless if the Try method worked successfully or a Catch method was used.
   1. Finally
   2. Catch
   3. Try
   4. Trace

Answer: A

1. The \_\_\_\_\_\_\_\_\_ keyword is optional in a Try.... Catch.....Finally statement
   1. Try
   2. Catch
   3. Finally
   4. End Try

Answer: C

1. The \_\_\_\_\_\_\_\_\_\_ keyword tells the application what to do if an error occurs. It will stop the application from crashing, and let the application do the rest.
   1. Try
   2. Catch
   3. Finally
   4. End Try

Answer: B

1. The \_\_\_\_\_\_\_\_ keyword tells the application what to do if an error occurs. It will stop the application from crashing, and let the application do the rest.
   1. Finally
   2. Try
   3. Catch
   4. Exception

Answer: C

1. VB.NET has a inbuilt class that deals with errors. The Class is called **\_\_\_\_\_\_\_**
   1. Try
   2. Catch
   3. Error
   4. Exception

Answer: D

1. \_\_\_\_\_\_\_\_\_\_\_ is used to catch program exceptions
   1. Tracing
   2. Exception handler
   3. Error Tracker
   4. None of the above

Answer B

1. The “Catch” as it appears in the code below will catch any exception:

Try

Catch

[Finally]

End Try

* 1. True
  2. False

Answer: A

1. Each exception is an instance of the Exception class. The properties of this class allow you to:
   1. Determine the code location of the error
   2. The type of the error
   3. The cause of the error
   4. All of the above

Answer: D

1. A calculation error, such as division by zero will cause
   1. OutOfMemoryException
   2. FormatException
   3. InvalidException
   4. ArthmeticException

Answer: D

1. If you want to trap for more than one type of exception, you can include multiple Catch block (handlers)
   1. True
   2. False

Answer: A

1. One Try / Catch block that is completely contained inside another one is called:
   1. Inserted Try / Catch
   2. Nested Try / Catch
   3. Blocked Try / Catch
   4. Complete Try /Catch

Answer: B

1. A breakpoint is like a note to VB.NET to stop your programme at a particular place.
   1. True
   2. False

Answer: A

1. If an exception occurs during execution of any statements, VB will transfer control to the code in the:
   1. Try
   2. Catch
   3. Finally
   4. End Try

Answer: B

1. Which of the option below will define an exception resulted due to a missing a file access?
   1. OverFlowException
   2. InvalidCastException
   3. IO.File.NotFoundException
   4. IndexOutOfRangeException

Answer: A

1. \_\_\_\_\_\_\_\_\_\_\_\_ resulted from the code below.

Dim arrMarks(3) As Integer arrMarks(7) = 76

* 1. OverFlowException
  2. IndexOutOfRangeException
  3. IO.File.NotFoundException
  4. IndexOutOfRangeException

Answer: B

1. What would be the output of the following code:

Dim intV1, intV2, intV3 As Integer

intV1 = 0, intV2 = 1, intV3 = 0

Try

intV3 = intV2 / intV1

Catch e As Exception

e.ToString

End Try

* 1. System.OverflowExceptionaion: Arithmetic operation resulted in an overflow...........
  2. Arithmetic operation resulted in an overflow.
  3. A and B
  4. None of the above

Answer: A

1. What would be the output of the following code:

Dim intV1, intV2, intV3 As Integer

intV1 = 0, intV2 = 1, intV3 = 0

Try

intV3 = intV2 / intV1

Catch e As Exception

e.Message

End Try

* 1. System.OverflowExceptionaion: Arithmetic operation resulted in an overflow...........
  2. Arithmetic operation resulted in an overflow.
  3. A and B
  4. None of the above

Answer: B

1. Exceptional Handler does not allow multiple *Catch* Statement(s)
   1. True
   2. False

Answer: b

1. Determine the output of the following programming

Dim intV1, intV2, intV3 As Integer

intV1 = 0, intV2 = 1, intV3 = 0

Try

intV3 = intV2 / intV1

Catch e As System.OverflowException

lblDisplay.Text= “Exception, Overflow!”

Catch e As System.ArgumentException

lblDisplay.Text= “Exception, Invalid argument value!”

Finally

lblDisplay.Text &= “Execution of sensitive code is complete”

End Try

* 1. Exception, Overflow!

Execution of sensitive code is complete

* 1. Exception, Overflow!

Exception, Invalid argument value!”

* 1. Exception, Invalid argument value!

Execution of sensitive code is complete

* 1. Execution of sensitive code is complete

Answer: A

**Topic 2**

1. VB.Net is not capable to read and write data in a file.
   1. True
   2. False

Answer: B

1. IO stands for.
   1. Input/ Out
   2. Internal/ Output
   3. Input/ Output
   4. Input/ Omitted

Answer: C

1. Text file have an extension that ends in:
   1. .ext
   2. .text
   3. .txt
   4. .vb

Answer: C

1. A(n)\_\_\_\_\_\_\_\_ is designed to transfer a series of byte from one location to another.
   1. Input
   2. Output
   3. Stream
   4. Class

Answer: C

1. A(n)\_\_\_\_\_\_\_\_\_ object will read from a file
   1. StreamReader
   2. StreamReads
   3. StreamReadable
   4. None of the above

Answer: A

1. \_\_\_\_\_\_\_\_\_ will write from a file
   1. StreamWrite
   2. StreamWriter
   3. StreamWrites
   4. None of the above

Answer: B

1. \_\_\_\_\_\_\_\_\_ is used to create a file.
   1. StreamReaders
   2. StreamWrites
   3. File
   4. None of the above

Answer: D

1. To create text file you use\_\_\_\_\_\_\_\_\_\_
   1. StreamReader
   2. StreamWriter
   3. File
   4. None of the above

Answer: B

1. General form for writing to a file is: ObjectName.WriteLine (DataToWrite)
   1. True
   2. False

Answer: A

1. Which statement will OPEN a file.
   1. objPlayers.Open()
   2. ObjPlayers.Opens()
   3. ObjPlayers. Close ()
   4. Me.Closed()

Answer: A

1. If you fail to close a file when you are finished with it, the file may remain open for an indefinite time and sometimes may be unusable.
   1. True
   2. False

Answer: A

1. StreamReader uses \_\_\_\_\_\_\_\_ method to read from a file
   1. Readline
   2. Peek
   3. Select
   4. A and B

Answer: A

1. StreamReader uses \_\_\_\_\_\_\_\_ method to check for end of file.
   1. Readline
   2. Peek
   3. Select
   4. A and B

Answer: B

1. The \_\_\_\_\_\_\_\_ method allows the application to peek one line ahead of the ReadLine method.
   1. Read
   2. EOF
   3. BOF
   4. Peek

Answer: D

1. The Peek method allows the application to peek one line ahead of the \_\_\_\_\_\_\_ method.
   1. Read
   2. ReadLine
   3. BOF
   4. EOF

Answer: B

1. \_\_\_\_\_\_ returns a streamWriter that appends to an existing file or creates a file if one does not exist.
   1. AppendText
   2. Copy
   3. Create
   4. CreateText

Answer: A

1. \_\_\_\_\_\_ copies a file to an new file
   1. AppendText
   2. Copy
   3. Create
   4. CreateText

Answer: B

1. \_\_\_\_\_\_\_\_\_\_\_ returns a FileStream associated with the file just created.
   1. AppendText
   2. Copy
   3. Create
   4. CreateText

Answer: C

1. \_\_\_\_\_\_\_\_\_\_ returns a streamWriter associated with the new text file.
   1. AppendText
   2. Copy
   3. Create
   4. CreateText

Answer: D

1. \_\_\_\_\_\_\_\_\_\_ returns a read/write filestream associated with the specified file.
   1. OpenWrite
   2. OpenText
   3. Copy
   4. Create

Answer: A

1. Two types of file streams \_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_
   1. Random-Access And Sequential-Access
   2. Sequential And Microsoft Access
   3. Microsoft Word and Excel
   4. Text file and Microsoft Word

Answer: A

1. Streams objects are found in the \_\_\_\_\_\_\_\_\_\_\_ namespace
   1. Systems.IO
   2. System.IO
   3. StreamWriter
   4. StreamReader
2. Which statement is the not a correct syntax to instantiate a streamWriter object?
   1. Dim objectName As New StreamWriter (“FileName”)
   2. Dim objectName New As StreamWriter (“FileName”, BooleanAppend)
   3. Private objectName As StreamWriter
   4. Dim objectName As New StreamWriter (“FileName”, BooleanAppend)

Answer: B

1. You declare a new streamWriter object for writing data to a file.
   1. True
   2. False

Answer: A

1. The default location for the file is the\_\_\_\_\_ folder beneath file folder for the current project.
   1. Bin/debug
   2. D:
   3. E:
   4. C:

Answer: A

1. Declaring a new StreamWriter object do not opens the file.
   1. True
   2. False

Answer: B

1. A file must not be opened before you can write to it.
   1. True
   2. False

Answer: B

1. StreamWriter objects both a \_\_\_\_\_\_ and a \_\_\_\_\_\_\_ method
   1. Read and readLine
   2. Write and WriteLine
   3. Read and Write
   4. None of the above

Answer: B

1. The \_\_\_\_\_\_\_\_\_\_ method places items consecutively in the file with no delimiter (separator).
   1. Write
   2. Reader
   3. WriteLine
   4. None of the above

Answer: A

1. The \_\_\_\_\_\_\_\_ method places an Enter (carriage return) between items.
   1. Write
   2. Reader
   3. WriteLine
   4. None of the above

Answer: C

1. Consider the code: ***ObjectName.WriteLine (DataToWrite)****.* DataToWrite argument may be string or numeric.
   1. True
   2. False

Answer: A

1. StreamWriter use \_\_\_\_\_\_\_ method to close a file.
   1. Closure
   2. Close
   3. Open
   4. Seal

Answer: B

1. Which statement will close a file.
   1. objPlayer.Close()
   2. ObjPlayer.Closure()
   3. ObjPlayer.Seal()
   4. Me.Closed()

Answer: A

1. The Peek Method looks at the next element without really reading it.
   1. True
   2. False

Answer: A

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

Answer: D

1. To append an existing file, you use \_\_\_\_\_\_\_\_\_ method.
   1. Append
   2. AppendText
   3. Add
   4. AddText

Answer: B

1. Consider the code: ***ObjPlayer.WriteLine (“Khune”)****.*
   1. Will Write “Khune” to a file
   2. Will read Khune from a file
   3. Will delete “Khune” from a file
   4. Will copy “Khune” from a file

Answer: A

1. Code below will:

**Dim objPlayer As StreamReader**

**objPlayer = New StreamReader (“C:\Documents\Player.txt)**

* 1. create an initialize an object
  2. will write to a file
  3. delete an object
  4. will read from a file

Answer: A

1. Consider code below.

If objPlayer.Peek <> -1 Then

txtName.Text = objPlayer. ReadLine()

txtPhone.Text = objPlayer.ReadLine()

End If

* 1. ReadLine method will throw an exception when complier attempt to read past the end of file.
  2. ReadLine method will not throw an exception when complier attempt to read past the end of file.
  3. ReadLine method will read the previously saved data.
  4. ReadLine method will display the wrong values.

Answer: B

1. Execute code below will read data element in the same order in which they were written.

If objPlayer.Peek <> -1 Then

txtName.Text = objPlayer. ReadLine()

txtPhone.Text = objPlayer.ReadLine()

End If

* 1. True
  2. False

Answer: B

1. Consider code below: The ReadLine method will read line (data) and but not assign it to the relevant controls.

If objPlayer.Peek <> -1 Then

txtName.Text = objPlayer. ReadLine()

txtPhone.Text = objPlayer.ReadLine()

Else

MessageBox (“No More Records To Display.”,”End Of File”)

End If

* 1. True
  2. False

Answer: B

1. What will be the output of the code below:

Try

Dim Ob AS New StreamReader (C:\Name.txt”)

Catch

MessageBox.Show(“File Does Not Exist”)

End Try

* 1. Name.txt
  2. File Does Not Exist
  3. Name.txt

File Does Not Exist

* 1. Black

Answer:B

1. Indentify which option is not part of basic operations in sequential files.
   1. Creating and writing data into a file
   2. Appending or adding data into an existing file
   3. Reading data from an existing file
   4. Connecting Microsoft Access

Answer: D

1. When a StreamReader object is created, the constructor checks to make sure the file exists.
   1. True
   2. False

Answer: A

1. Consider code below:

Dim prodFile AS New System.IO.StreamWrite

* 1. prodFile is the name of the text file to be created
  2. prodFile is the name of the object variable that is instantiation of the streamWriter
  3. prodFile is streamWriter object instantiated by the streamWriter class
  4. prodFile is a writeLine is a method that will add datum to the file

Answer: C

1. The following line will add a new record to an existing file
   1. productsFile = System.IO.File.AppendText("products.txt")
   2. productsFile = System.IO.File.Appent("products.txt")
   3. productsFile = System.IO.File.AddText("products.txt")
   4. productsFile = System.IO.File.AppendsText("products.txt")

Answer: A

1. consider the code below: empout\_fixed.txt will be created in

Dim strFileName As String = My.Application.Info.DirectoryPath \_ & "\empout\_fixed.txt" Dim objFS As New FileStream (strFileName, FileMode.Create, FileAccess.Write)

* 1. \bin\Debug
  2. My Document
  3. \Debus
  4. \bin\Debuggs

Answer: A

1. What will be the output of the following code.

Imports System.IO

Dim File\_NAME As String = “C:\ User\Owner\Documents\Pule\Test.txt”

Dim i As Integer

Dim aryText (4) As String

aryText (0) = "Mary WriteLine"

aryText (1) = "Had"

aryText (2) = "Another"

aryText (3) = "Little"

aryText (4) = "One"

Dim objWriter As New System.IO.StreamWriter ( FILE\_NAME, True)

For i = 0 To 4

objWriter.WriteLine (aryText (i))

Next

objWriter.Close ()

* 1. Mary WriteLine Had Another Little One
  2. Mary WriteLine, Had, Another, Litle, One
  3. WriteLine

Had

Another

Little

One

* 1. Mary WriteLine Had Another Little One

Answer: C

**Topic 3:**

1. Data can be inserted into a random-access file without destroying other data in the file.
   1. True
   2. False

Answer: A

1. Binary access is similar to random access except that no assumptions are made about data type or record length.
   1. True
   2. False

Answer: A

1. The bytes in random-access files form records of uniform length each containing one or more fields..
   1. True
   2. False

Answer: A

1. A record with one field corresponds to any standard type, such as an integer or fixed-length string.
   1. True
   2. False

Answer: A

1. RAF stand for:
   1. Run Access File
   2. Remote Access File
   3. Random Access File
   4. Randomized Automatic File

Answer: C

1. Which file is not support in Random Access File.
   1. .zip
   2. .mpeg
   3. .xls
   4. .exe

Answer: D

1. Binary access is similar to random access except that no assumption are made about data type or record.
   1. True
   2. False

Answer: A

1. Before your application opens a file for random access, it should not declare all variables required to handle data from the file.
   1. True
   2. False

Answer: B

1. All records \_\_\_\_\_\_\_\_\_\_\_\_ must have the same length; it is often useful for string elements in a user-defined type to have a fixed length.
   1. Sequential File
   2. Microsoft Access
   3. Random Access File
   4. XML File

Answer: C

1. Consider the code below: \_\_\_\_\_\_\_\_\_ specify the file number of the file to be opened.

FileOpen(FileNumber, FileName, OpenMode.Random, , , RecordLength)

* 1. FileNumber
  2. FileName
  3. OpenMode
  4. RecordLength

Answer: A

1. Consider the code below: \_\_\_\_\_\_\_\_\_ specify the file name of the file to be opened.

FileOpen(FileNumber, FileName, OpenMode.Random, , , RecordLength)

* 1. FileNumber
  2. FileName
  3. OpenMode
  4. RecordLength

Answer: B

1. Consider the code below: \_\_\_\_\_\_\_\_\_ specify the the size of each record in the byte.

FileOpen(FileNumber, FileName, OpenMode.Random, , , RecordLength)

* 1. FileNumber
  2. FileName
  3. OpenMode
  4. RecordLength

Answer: D

1. Consider the code below: If \_\_\_\_\_\_\_\_\_ is less than the actual length of the record written to the file, an error is generated.

FileOpen(FileNumber, FileName, OpenMode.Random, , , RecordLength)

* 1. FileNumber
  2. FileName
  3. OpenMode
  4. RecordLength

Answer: D

1. If RecordLength is less than the actual length of the record written to the file, an error will not be generated. Consider the code below:

FileOpen(FileNumber, FileName, OpenMode.Random, , , RecordLength)

* 1. True
  2. False

Answer: B

1. If RecordLength is \_\_\_\_\_\_\_\_\_\_ than the actual length of the record written to the file, an error will not be generated. Consider the code below:

FileOpen(FileNumber, FileName, OpenMode.Random, , , RecordLength)

* 1. Greater
  2. Less
  3. Less or Equal to
  4. Greater or Equal to

Answer: B

1. If RecordLength is \_\_\_\_\_\_\_ than the actual length of the record , the record is written, although some disk space may be wasted. Consider the code below:

FileOpen(FileNumber, FileName, OpenMode.Random, , , RecordLength)

* 1. Greater
  2. Less
  3. Less or Equal to
  4. Greater or Equal to

Answer: A

1. Consider code: In this line of code, \_\_\_\_\_\_\_\_ contains the number that is used to open the file.

FileGet (FileNum, Employee, Position)

* 1. FileNum
  2. Position
  3. FileGet
  4. Employee

Answer: A

1. Consider code: In this line of code, \_\_\_\_\_\_\_ contains the number of the record to copy, and Employee,

FileGet (FileNum, Employee, Position)

* 1. FileNum
  2. Position
  3. FileGet
  4. Employee

Answer: B

1. After editing records read into program variables from a random-access file, use the FilePut Function to replace or add records.
   1. FileNum
   2. FilePut
   3. FileGet
   4. Postion

Answer: B

1. When adding a record to Random Access File, using \_\_\_\_\_, set the value of the Position variable equal to one more than the number of records in the file.
   1. FileNum
   2. FilePut
   3. FileGet
   4. Postion

Answer: B

1. You can delete a record's contents in RAF by clearing its fields, but the record will still exist in the file.
   1. True
   2. False

Answer: A