

# TEST BANK



Microsoft®  
Visual Basic® 2005:  
**RELOADED**

Second Edition

Open  
**ZaK**

## Chapter 2: Creating a User Interface

---

### TRUE/FALSE

1. Text boxes accept and display information automatically, so no special event is necessary for them to do their assigned task.

ANS: T                      PTS: 1                      REF: 77

2. Dialog boxes can be resized, minimized, maximized, and closed by the user.

ANS: F                      PTS: 1                      REF: 79

3. The Windows standard for button captions is to use sentence capitalization.

ANS: F                      PTS: 1                      REF: 84

4. If you make a button the default button, you can select it by pressing the Enter key even when the button does not have the focus.

ANS: T                      PTS: 1                      REF: 90

5. The cancel button in an interface is automatically selected when the user presses the Esc key.

ANS: T                      PTS: 1                      REF: 91

### MULTIPLE CHOICE

1. After completing the Task column of the TOE chart, you then assign each task to a(n) \_\_\_\_ in the user interface.

- a. event
- b. class
- c. object
- d. method

ANS: C                      PTS: 1                      REF: 74

2. You use a \_\_\_\_ to give the user an area in which to enter data.

- a. label
- b. text box
- c. button
- d. panel

ANS: B                      PTS: 1                      REF: 74-75

3. The \_\_\_\_ property of a text box is used to specify the position of the text within the text box.

- a. Text
- b. TextPosition
- c. Position
- d. TextAlign

ANS: D                      PTS: 1                      REF: 75

4. The primary viewing and editing of your application's data take place in a \_\_\_\_ window.

- a. primary
- b. secondary
- c. pop-up
- d. dialog box

ANS: A                      PTS: 1                      REF: 78

5. In Visual Basic, you use a Windows \_\_\_\_ object to create primary windows.

- a. Form
- b. Label
- c. Button
- d. Table

ANS: A                      PTS: 1                      REF: 79

6. You specify the border style of a dialog box using the form's \_\_\_\_ property.

- a. BorderLine
- b. BorderStyle
- c. Background
- d. FormBorderStyle

ANS: D                      PTS: 1                      REF: 79

7. When the FormBorderStyle property is set to \_\_\_\_, the user can drag the form's borders to change the form's size while the application is running.

- a. Auto
- b. Resize
- c. Variable
- d. Sizable

ANS: D                      PTS: 1                      REF: 80

8. Leaving a form's MinimizeBox property and MaximizeBox property set at the \_\_\_\_ setting allows the user to minimize and maximize the form using the Minimize and Maximize buttons on the form's title bar.

- a. Yes
- b. True
- c. Sizable
- d. Auto

ANS: B                      PTS: 1                      REF: 80

9. If a form represents a splash screen, you typically set the form's FormBorderStyle property to \_\_\_\_.

- a. None
- b. Sizable
- c. FixedSingle
- d. FixedDialog

ANS: C                      PTS: 1                      REF: 81

10. Setting a form's \_\_\_\_ property to False removes the Control menu box, as well as the Minimize, Maximize, and Close buttons, from the title bar.

- a. ControlBox
- b. TitleBar
- c. ControlMenu
- d. DialogBox

ANS: A                      PTS: 1                      REF: 81

11. Related controls can be grouped together using a \_\_\_\_ control.

- a. list box
- b. label
- c. panel
- d. button

ANS: C                      PTS: 1                      REF: 81

12. The GroupBox, Panel, and TableLayoutPanel tools are located in the \_\_\_\_ section of the toolbox.

- a. Panels
- b. Labels
- c. Text
- d. Containers

ANS: D                      PTS: 1                      REF: 81

13. An identifying label should be positioned either \_\_\_\_ of the text box it identifies.

- a. above or to the right
- b. above or to the left
- c. below or to the left
- d. below or to the right

ANS: B                      PTS: 1                      REF: 83

14. A text box's identifying label should end with a(n) \_\_\_\_.
- a. asterisk (\*)
  - b. period (.)
  - c. semicolon (;)
  - d. colon (:)
- ANS: D                      PTS: 1                      REF: 84
15. The Windows standard is to use \_\_\_\_ capitalization for identifying labels.
- a. book title
  - b. sentence
  - c. font title
  - d. serif
- ANS: B                      PTS: 1                      REF: 84
16. You can use the \_\_\_\_ menu to align, and also size, the controls on a form.
- a. View
  - b. Format
  - c. Project
  - d. Tools
- ANS: B                      PTS: 1                      REF: 84
17. You can use an object's \_\_\_\_ property to change the type, style, and size of the font used to display the text in the object.
- a. Graphic
  - b. Style
  - c. Text
  - d. Font
- ANS: D                      PTS: 1                      REF: 85
18. Tahoma, Courier, and Microsoft Sans Serif are examples of font \_\_\_\_.
- a. types
  - b. styles
  - c. capitalization
  - d. points
- ANS: A                      PTS: 1                      REF: 85
19. Regular, bold, and italic are examples of font \_\_\_\_.
- a. types
  - b. styles
  - c. capitalization
  - d. points
- ANS: B                      PTS: 1                      REF: 85
20. You assign an access key by including a(n) \_\_\_\_ in the control's caption or identifying label.
- a. slash (/)
  - b. ampersand (&)
  - c. asterisk (\*)
  - d. pound sign (#)
- ANS: B                      PTS: 1                      REF: 87
21. When a control has the \_\_\_\_, it can accept user input.
- a. focus
  - b. access
  - c. address
  - d. flow
- ANS: A                      PTS: 1                      REF: 87

## COMPLETION

1. You can use a(n) \_\_\_\_\_ chart to record an application's tasks, objects, and events.

ANS:

TOE  
Task, Object, Event  
Task, Object, Event (TOE)  
TOE (Task, Object, Event)

PTS: 1 REF: 72

2. You instantiate a text box using the \_\_\_\_\_ tool in the toolbox.

ANS: TextBox

PTS: 1 REF: 75

3. The \_\_\_\_\_ control provides a table structure in which you place other controls.

ANS: table layout panel

PTS: 1 REF: 82

4. The \_\_\_\_\_ property determines the order in which a control receives the focus when the user presses either the Tab key or an access key while the application is running.

ANS: TabIndex

PTS: 1 REF: 87

5. You specify the default button for a form by setting the form's \_\_\_\_\_ property to the name of the button.

ANS: AcceptButton

PTS: 1 REF: 90

## MATCHING

*Match each item with a statement below.*

- |                              |                               |
|------------------------------|-------------------------------|
| a. font                      | f. Timer control              |
| b. sentence capitalization   | g. point                      |
| c. component tray            | h. serif                      |
| d. dialog box                | i. table layout panel control |
| e. book title capitalization |                               |

1. Used to support and supplement a user's activities in the primary windows
2. Used to group related controls
3. Capitalize only the first letter in the first word and in any words that are customarily capitalized
4. Capitalize the first letter in each word, except for articles, conjunctions, and prepositions that do not occur at either the beginning or the end of the caption
5. The general shape of the characters in the text
6. Unit used to measure font sizes
7. A light cross stroke that appears at the top or bottom of a character
8. Used to process code at one or more regular intervals
9. Stores all controls that do not appear in the user interface when an application is running

- |           |        |         |
|-----------|--------|---------|
| 1. ANS: D | PTS: 1 | REF: 78 |
| 2. ANS: I | PTS: 1 | REF: 81 |
| 3. ANS: B | PTS: 1 | REF: 84 |
| 4. ANS: E | PTS: 1 | REF: 84 |
| 5. ANS: A | PTS: 1 | REF: 85 |
| 6. ANS: G | PTS: 1 | REF: 85 |
| 7. ANS: H | PTS: 1 | REF: 85 |
| 8. ANS: F | PTS: 1 | REF: 93 |
| 9. ANS: C | PTS: 1 | REF: 94 |

## SHORT ANSWER

1. How can a user resize, minimize, maximize, and close a primary window?

ANS:

To resize a primary window, the user simply drags the window's border. To minimize, maximize, or close a primary window, the user clicks the Minimize, Maximize, or Close buttons that appear on the window's title bar. The user also can click the Control menu box to display the Control menu, which contains Minimize, Maximize, and Close options.

PTS: 1                      REF: 79

2. Which three controls can be used to group related controls together on a form?

ANS:

A group box control, a panel control, and a table layout panel control can be used to group related controls together on a form.

PTS: 1                      REF: 81

3. What are the differences between a panel and a group box?

ANS:

The difference between a panel and a group box is that, unlike a group box, a panel can have scroll bars. Additionally, unlike a panel, a group box has a Text property that you can use to indicate the contents of the control.

PTS: 1                      REF: 82

4. What is the difference between serif fonts and sans serif fonts?

ANS:

A serif is a light cross stroke that appears at the top or bottom of a character. The characters in a serif font have the light strokes, whereas the characters in a sans serif font do not.

PTS: 1                      REF: 85

5. What are three points that you should keep in mind when deciding whether to include color in an interface?

ANS:

- 1) Many people have some form of either color-blindness or color confusion, so they will have trouble distinguishing colors
- 2) Color is very subjective; a pretty color to you may be hideous to someone else
- 3) A color may have a different meaning in a different culture

PTS: 1                      REF: 85

6. What is an access key?

ANS:

An access key allows the user to select an object using the Alt key in combination with a letter or number.

PTS: 1                      REF: 86

7. What are three reasons for assigning access keys to controls?

ANS:

It is important to assign access keys to controls for the following three reasons:

- 1) Access keys allow a user to work with the application even if the mouse becomes inoperative.
- 2) Access keys allow users who are fast typists to keep their hands on the keyboard.
- 3) Access keys allow people with disabilities, which may prevent them from working with a mouse, to use the application.

PTS: 1                      REF: 86-87

8. Describe a modeless form.

ANS:

If you use the Show method in a form's code to open another form, then the newly opened form is modeless. A modeless form can remain displayed on the screen while the user completes other actions in the application, such as accessing the controls located on the original form. The user closes a modeless form by clicking the Close button on its title bar, or by clicking a button designated for this purpose on the form.

PTS: 1                      REF: 92

9. Describe a modal form.

ANS:

If you use the ShowDialog method in a form's code to open another form, then the newly opened form is modal. A modal form requires the user to take some action in the form before he or she can continue working in the application. When a modal form is displayed, no input from the keyboard or mouse can occur in the application until the form is closed.

PTS: 1                      REF: 92

10. Describe a Timer control's two possible states.

ANS:

A timer's Enabled property indicates the timer's state, which can be either running (Enabled = True) or stopped (Enabled = False). If the timer is running, its Tick event occurs each time an interval has elapsed. Therefore, you enter the code you want processed in the timer's Tick event procedure. If the timer is stopped, on the other hand, the Tick event does not occur and the code entered in the Tick event procedure is not processed.

PTS: 1

REF: 93