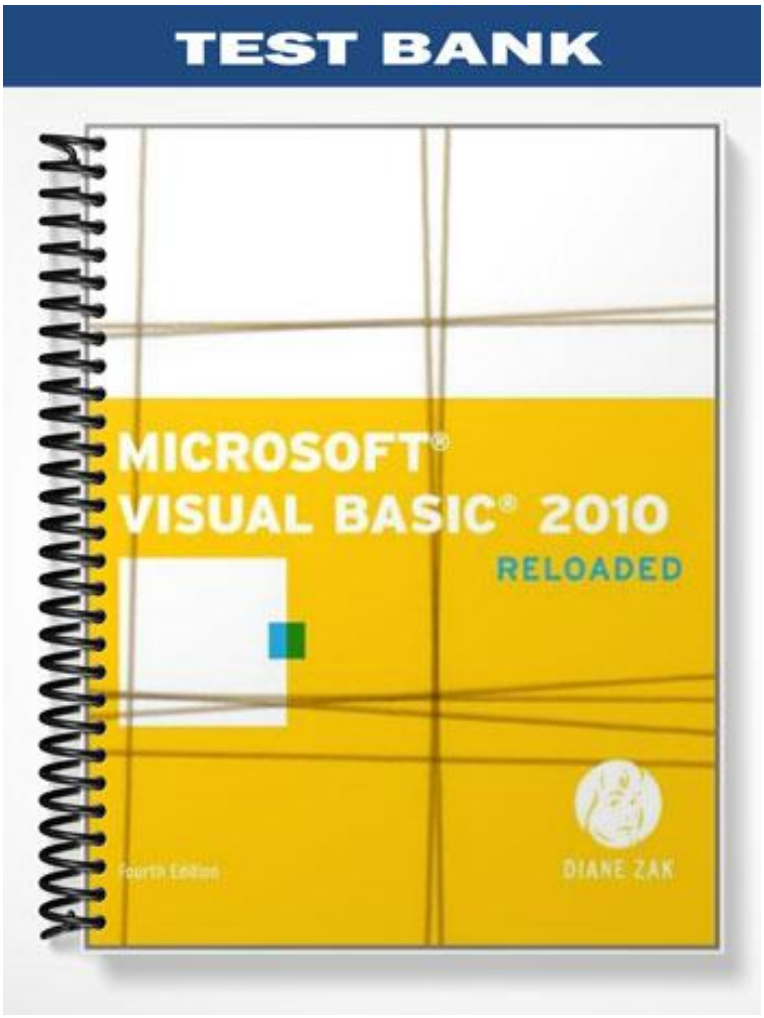
TEST BANK
MICROSOFT®
VISUAL BASIC® 2010
RELOADED
Fourth Edition
DIANE ZAK

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: 84

2. A button's caption should be entered using sentence capitalization.

   ANS: F PTS: 1 REF: 88

3. Most Windows applications consist of at least three windows.

   ANS: F PTS: 1 REF: 98

4. A default button can be selected by pressing the Enter key even when the button does not have the focus.

   ANS: T PTS: 1 REF: 102

5. In addition to a default button, most dialog boxes also have a cancel button, which usually is captioned Cancel.

   ANS: T PTS: 1 REF: 102

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: 82

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: 82

3. After completing the TOE chart, the next step is to design the ____.
   a. logical layout
   b. training material
   c. user interface
   d. billing material

   ANS: C PTS: 1 REF: 86

4. Related controls should be grouped together using either white (empty) space or one of the tools located in the ____ section of the toolbox.
   a. Objects
   b. Groups
   c. Containers
   d. Folders

ANS: C PTS: 1 REF: 86

5. 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: 86

6. The text contained in an identifying label should be meaningful and ____ the label control.
   a. right-aligned within
   b. left-aligned within
   c. centered on top of
   d. placed beside

   ANS: B PTS: 1 REF: 87

7. A text box's identifying label should end with a(n) ____.
   a. asterisk (*)
   b. period (.)
   c. semicolon (;)
   d. colon (:)

   ANS: D PTS: 1 REF: 87

8. 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: 87

9. You can use the ____ menu to align and size the controls on a form.
   a. View
   b. Format
   c. Project
   d. Tools

   ANS: B PTS: 1 REF: 88

10. An object's ____ determines the type, style, and size of the font used to display the object's text.
    a. Graphic
    b. Style
    c. Text
    d. Font

    ANS: D PTS: 1 REF: 88

11. A control's ____ property determines the style of its border and can be set to `None`, `FixedSingle`, or `Fixed3D`.
    a. `BorderLine`
    b. `BorderStyle`
    c. `Background`
    d. `FormBorderStyle`

    ANS: B PTS: 1 REF: 89

12. A(n) ____ allows the user to select an object using the Alt key in combination with a letter or number.
    a. access code
    b. access key
    c. object-handler
    d. gripper

    ANS: B PTS: 1 REF: 90

13. 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: 91

14. When a control has the ____, it can accept input from the user.
    a. focus
    b. access
    c. address
    d. flow

    ANS: A PTS: 1 REF: 92

15. If you prefer to create your splash screen from scratch, you can use the Windows Form template to add a blank Windows form to the project and then would set the form's FormBorderStyle property to either `None` or ____.
    a. `FixedControl`
    b. `Sizable`
    c. `FixedSingle`
    d. `FixedDialog`

    ANS: C PTS: 1 REF: 95

16. 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: 95

17. 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: 98

18. ____ support and supplement a user's activities in a primary window.
    a. Dialog boxes
    b. Controls
    c. Frames
    d. Modals

    ANS: A PTS: 1 REF: 98

19. The ____ stores controls that do not appear in the user interface during run time.
    a. properties windows
    b. object tray
    c. system tray
    d. component tray

    ANS: D PTS: 1 REF: 99

20. The Font dialog box is ____, which means it remains on the screen until the user closes it.
    a. system modal
    b. modal
    c. hidden
    d. blocking

    ANS: B PTS: 1 REF: 100

21. If you make a button the ____ button, you also can select it by pressing the Enter key even when the button does not have the focus.
    a. active
    b. focus
    c. default
    d. primary

    ANS: C PTS: 1 REF: 102

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: 80

2. In Western countries, you should organize the user interface with the most important information always located in the _____ corner of the screen.

   ANS:
   upper-left
   upper left

   PTS: 1 REF: 86

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

   ANS: table layout panel

   PTS: 1 REF: 86

4. The _____ property contains a number that represents the order in which the control was added to the form.

   ANS: TabIndex

   PTS: 1 REF: 92

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: 102

MATCHING

Match each item with a statement below.

a. Alt+F or Alt+f
b. sentence capitalization
c. Segoe UI
d. dialog box
e. book title capitalization
f. primary window
g. splash screen
h. `Fixed3D`
i. group box control

1. Supports and supplements a user's activities in the primary windows.
2. Groups related controls and has a Text property used to indicate the contents of the control.
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 access key to select the file menu.
6. First image that appears when an application is started.
7. A text box's `BorderStyle` property's default setting.
8. Where the primary viewing and editing of the application's data takes place.
9. Recommended font for applications created for the Windows 7 or Windows Vista environment.

1. ANS: D PTS: 1 REF: 98
2. ANS: I PTS: 1 REF: 86
3. ANS: B PTS: 1 REF: 87
4. ANS: E PTS: 1 REF: 88
5. ANS: A PTS: 1 REF: 90
6. ANS: G PTS: 1 REF: 94
7. ANS: H PTS: 1 REF: 89
8. ANS: F PTS: 1 REF: 98
9. ANS: C PTS: 1 REF: 88

SHORT ANSWER

1. Describe the first task that should take place before a programmer creates a user interface. Who should be involved in this process?

   ANS:
   Before you can create the user interface for a Visual Basic Windows application, you need to plan the application. The plan should be developed jointly with the user to ensure that the application meets the user's needs. It cannot be stressed enough that the only way to guarantee the success of an application is to actively involve the user in the planning phase.

   PTS: 1 REF: 80

2. What are five types of questions a programmer should ask to identify the tasks an application needs to perform?

   ANS:
   1) What information will the application need to display on the screen and/or print on the printer?
   2) What information will the user need to enter into the user interface to display and/or print the desired information?
   3) What information will the application need to calculate to display and/or print the desired information?
   4) How will the user end the application?
   5) Will previous information need to be cleared from the screen before new information is entered?

   PTS: 1 REF: 81

3. What do you use to allow a user to enter data?

   ANS:
   You use a text box to give the user an area in which to enter data.

   PTS: 1 REF: 82

4. How can related controls be grouped together on a form?

   ANS:
   Related controls should be grouped together using either white (empty) space or one of the tools located in the Containers section of the toolbox. Examples of tools found in the Containers section include the GroupBox, Panel, and TableLayoutPanel tools.

   PTS: 1 REF: 86

5. 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: 86

6. Why would you want to include graphics in the user interface?

   ANS:
   The human eye is attracted to pictures before text, so use graphics sparingly. Designers typically include graphics to either emphasize or clarify a portion of the screen. However, a graphic also can be used merely for aesthetic purposes, as long as it is small and placed in a location that does not distract the user.

   PTS: 1 REF: 88

7. 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 color that looks pretty to you may be hideous to someone else
   3) A color may have a different meaning in a different culture

   PTS: 1 REF: 89

8. 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: 90

9. 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: 91

10. Explain what happens when an application starts in terms of what the user sees.

ANS:
The computer automatically displays an application's startup form each time the application is started. It also automatically displays an application's splash screen; however, you first must specify the splash screen's name in the Project Designer window. When the application is started, the splash screen will appear first. After a few seconds, the splash screen will disappear automatically and the startup form will appear.

PTS: 1 REF: 96