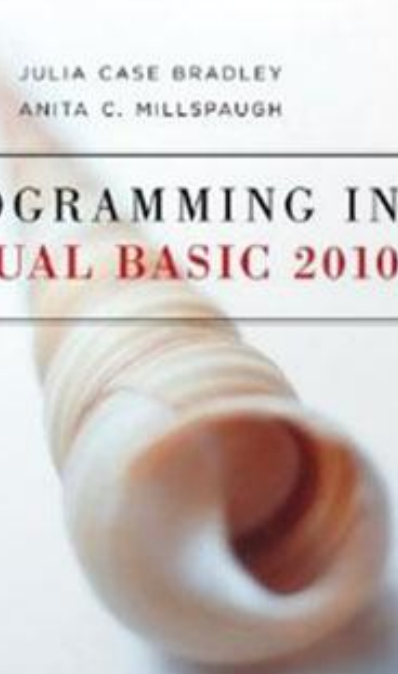


**TEST BANK**

JULIA CASE BRADLEY  
ANITA C. MILLSPAUGH

**PROGRAMMING IN  
VISUAL BASIC 2010**



## Chapter 002 User Interface Design

### True / False Questions

1. Labels are used primarily for user input.

True False

2. TextBoxes can only display a single line of text, but RichTextBoxes can display text on multiple lines.

True False

3. A form can contain multiple group boxes.

True False

4. You are designing a form that will have three groups of radio buttons. You should create three group boxes, and then create the groups of radio buttons inside each of the group boxes.

True False

5. Your project requires the user to choose his or her gender. You should display the choices, Male and Female, using check boxes.

True False

6. The default setting for the Checked property of a check box is True.

True False

7. During design time, you can make a check box appear selected by setting its Checked property to False.

True False

## Chapter 002 User Interface Design

8. When a check box is checked, the Checked property is set to True.

True False

9. The user can select multiple radio buttons in the same group.

True False

10. During run-time, if a radio button is selected, its Checked property is True.

True False

11. If you have several radio buttons, you can make them work together as a group by adding them to a GroupBox.

True False

12. You can make labels, text boxes, and picture boxes appear to be three-dimensional by setting the BorderStyle property to Fixed3D.

True False

13. If you would like to change the font property of five controls on your form so that they are all the same, you cannot change them as a group, you must change them individually.

True False

14. You can select multiple controls by clicking on the first control and then holding the Ctrl key and clicking on each of the other controls in the group.

True False

## Chapter 002 User Interface Design

15. Setting the Cancel property of a button to True will allow the user to press Enter to execute the code procedure associated with the button.

True False

16. The sequence for tabbing from control to control is determined by the TabIndex properties of the controls.

True False

17. If you don't want the focus to stop on a control when the user presses the Tab key, set the TabStop property to True.

True False

18. The object on the form with the lowest TabIndex will have the focus when the program begins.

True False

19. The FormLocation property determines the position of the form on the user's screen when the project is run.

True False

20. Setting the control's ToolTip on ToolTip1 property will make a small label pop up when the user pauses the mouse pointer over the control.

True False

21. The programmer can modify the appearance of ToolTips when they appear for the user.

True False

## Chapter 002 User Interface Design

22. The statement: `ItemTextBox.Focus()`, will place the insertion point in the text box called `ItemTextBox`.

True False

23. The text property of a label or text box control can be cleared by using the `Delete` method.

True False

24. Setting an object's `Enabled` property to `False` will make the object invisible to the user.

True False

25. You can change the color of the text in an object by changing the object's `ForeColor` property.

True False

26. Joining two strings of text is called concatenation.

True False

27. Long code statements can be implicitly continued in multiple lines in Visual Basic 2010.

True False

### Multiple Choice Questions

28. Which of the following objects is a container?

- A. `MaskedTextBox`
- B. `GroupBox`
- C. `RadioButton`
- D. `RichTextBox`

## Chapter 002 User Interface Design

29. The property used to display information in a TextBox is \_\_\_\_\_.
- A. Caption
  - B. Name
  - C. Text
  - D. Appearance
30. In NameTextBox.Text, \_\_\_\_\_.
- A. the property is NameTextBox
  - B. the property is Text
  - C. the object is Name
  - D. the object is Text
31. If you want to display text that cannot be modified by the user, use the \_\_\_\_\_.
- A. TextBox control
  - B. Label control
  - C. Caption control
  - D. MaskedTextBox control
32. If you want to display text that can be modified by the user, use the \_\_\_\_\_.
- A. TextBox control
  - B. Label control
  - C. Caption control
  - D. MaskedTextBox control
33. Assume that you are designing a form and it will be necessary for the user to type in his name. You should use a \_\_\_\_\_ for inputting the user's name.
- A. TextBox
  - B. Label
  - C. Button
  - D. CheckBox

## Chapter 002 User Interface Design

34. You can modify the setting in the \_\_\_\_\_ property if you want to align the text in a textbox to appear on the left side of the box.
- A. `AlignLeft`
  - B. `Text`
  - C. `Left`
  - D. `TextAlign`
35. In code, you can make the text in a text box display left-aligned by using \_\_\_\_\_.
- A. `ObjectName.TextAlign = HorizontalAlignment.Left`
  - B. `ObjectName.Alignment = Left`
  - C. `ObjectName.Left = True`
  - D. `ObjectName.HorizontalAlignment = Left`
36. Which of the following is the best choice when the user needs to input her social security number?
- A. `RichTextBox`
  - B. `TextBox`
  - C. `MaskedTextBox`
  - D. `GroupBox`
37. You are designing a form and you need a control that will be used for the user to type a brief summary of his work experience. You want to allow formatting options and multiple lines. The best control for this task would be a \_\_\_\_\_.
- A. `RichTextBox`
  - B. `TextBox`
  - C. `MaskedTextBox`
  - D. `GroupBox`

## Chapter 002 User Interface Design

38. The \_\_\_\_\_ must be set to True for text to wrap to a second line in a text box and a rich text box.

- A. MultipleLine property
- B. Wrapping and the MultipleLine properties
- C. WordWrap and Multiline properties
- D. MultipleLine

39. Assume that you are designing a form where the user will need to select only one item from a group of displayed choices. This can best be accomplished by using \_\_\_\_\_.

- A. check boxes
- B. text boxes
- C. radio buttons
- D. name boxes

40. Your project will allow the user to choose the background color for the form. You will offer them five choices. You should use \_\_\_\_\_.

- A. check boxes
- B. text boxes
- C. radio buttons
- D. name boxes

41. A hair-styling salon needs help designing a form for the various services that they offer. What would you suggest they use that will display all of the services, and that will allow the customers to choose one or more items?

- A. Check boxes
- B. Text boxes
- C. Radio buttons
- D. Rich text boxes



## Chapter 002 User Interface Design

42. The property used to display something in a PictureBox control is \_\_\_\_\_.
- A. Picture
  - B. Name
  - C. Text
  - D. Image
43. In order to make a picture appear in a PictureBox control, you must set the \_\_\_\_ property.
- A. Image
  - B. Picture
  - C. Graphic
  - D. Icon
44. If you create a PictureBox that has a picture displayed during design time, but you don't want it to appear when the project runs, you must \_\_\_\_\_.
- A. set the SizeMode property to True
  - B. set the Visible property to True
  - C. set the SizeMode property to False
  - D. set the Visible property to False
45. In order to make a picture expand to fill an image control, you must \_\_\_\_\_.
- A. set the SizeMode property to StretchImage
  - B. set the Visible property to True
  - C. set the SizeMode property to AutoSize
  - D. set the Visible property to False
46. Set the \_\_\_\_\_ property of a label, text box, or picture box to make it appear to be three-dimensional or flat.
- A. 3D
  - B. Fixed3D
  - C. BorderStyle
  - D. FixedSingle

## Chapter 002 User Interface Design

47. You can vertically align a group of controls on your form by first selecting all of the controls to be aligned, and then \_\_\_\_\_.
- A. setting their Size property to the same value
  - B. choosing Align Lefts from the Layout toolbar
  - C. selecting "Make Same Size" from the Layout toolbar
  - D. setting their Height property to the same value
48. Create keyboard access on an object by \_\_\_\_\_ in the Text property.
- A. using ampersand (&)
  - B. using at (@)
  - C. using underscore ( \_ )
  - D. capitalizing the first letter of the word
49. If the text displayed on a button is "Clear", and the C in the word Clear is underlined, the user can press \_\_\_\_\_ to execute the code in the "Clear" button.
- A. just the letter C
  - B. the Ctrl key and the letter C
  - C. the Alt key and the letter C
  - D. the Shift key and the letter C
50. The \_\_\_\_\_ symbol is used for creating keyboard access on Visual Basic objects.
- A. & (ampersand)
  - B. @ (at)
  - C. ' (apostrophe)
  - D. \_ (underscore)
51. Setting the AcceptButton property of a form to a button name will cause the code in that button to be executed when the user presses \_\_\_\_\_.
- A. the Esc key
  - B. the Enter key
  - C. the Home key
  - D. the Tab key

## Chapter 002 User Interface Design

52. Setting the TabIndex of a control to 0 (zero) will \_\_\_\_\_.
- A. cause the control to appear to the right of the other controls
  - B. make the control Visible
  - C. align the control to the left of the other controls
  - D. set the focus on this control when the program begins running
53. If a text box has a TabIndex lower than all of the other objects, it will \_\_\_\_\_.
- A. appear to the right of the other controls
  - B. be skipped when the user presses the Tab key
  - C. be aligned to the left of the other controls
  - D. have the focus when the program begins running
54. Which design time property setting should be used on an object named UserInputTextBox in order to make the insertion point appear in the object when the form first appears?
- A. Focus property set to True
  - B. TabStop property set to Focus
  - C. TabIndex property set to True
  - D. TabIndex property set to 0
55. If you want a form to be centered on the screen when it first appears, you must set the \_\_\_\_\_ property of the Form.
- A. WindowState
  - B. Maximized
  - C. StartPosition
  - D. Centered
56. Small labels that pop up when the user pauses the mouse pointer over a control on the form are created by \_\_\_\_\_.
- A. using the Focus method
  - B. changing the object's Text property to True
  - C. setting the object's ToolTip on ToolTip1 property
  - D. setting the object's Value property to True

## Chapter 002 User Interface Design

57. Which of the following statements will clear the contents of a text box named `MessageTextBox`?
- A. `MessageTextBox.Text = ""`
  - B. `MessageTextBox.Clear()`
  - C. `MessageTextBox.Text = String.Empty`
  - D. All of the answers are correct.
58. As a program runs, the insertion point can be moved from control to control. In order to reset the focus back in a text box named `NameTextBox`, you should use the code \_\_\_\_\_.
- A. `NameTextBox.Focus()`
  - B. `NameTextBox = Focus()`
  - C. `NameTextBox = Top()`
  - D. `NameTextBox.First()`
59. The `Focus` method \_\_\_\_\_.
- A. will adjust the picture clarity on the monitor
  - B. can be used to clear the contents of a text box
  - C. allows the programmer to set the Tab order
  - D. is used to place the insertion point in an object
60. If a radio button is currently selected, its \_\_\_\_\_ property will be `True`.
- A. `Checked`
  - B. `Enabled`
  - C. `Selected`
  - D. `Visible`
61. Which of the following statements makes the visibility of the label match the setting in the check box?
- A. `CheckBoxName.Enabled = LabelName.Visible`
  - B. `LabelName.Checked = CheckBoxName.Visible`
  - C. `LabelName.Visible = CheckBoxName.Checked`
  - D. `CheckBoxName.Checked=LabelName.Visible`

## Chapter 002 User Interface Design

62. The \_\_\_\_\_ property of a control determines whether or not the control is available or "grayed-out."
- A. Enabled
  - B. Checked
  - C. Visible
  - D. Available
63. If you would like to change the color of text, you must change the \_\_\_\_\_ property.
- A. ForeColor
  - B. BackColor
  - C. Appearance
  - D. Background
64. The code: `NameTextBox.ForeColor = Color.Red`, will \_\_\_\_\_.
- A. change the color of the border of the NameTextBox control to red
  - B. cause the NameTextBox control to have a red background
  - C. change the background color of the form to red
  - D. change the text in the NameTextBox control to the color, red
65. The code: `NameTextBox.BackColor = Color.White`, will \_\_\_\_\_.
- A. change the color of the border of the NameTextBox control to white
  - B. cause the NameTextBox control to have a white background
  - C. change the background color of the form to white
  - D. change the text in the NameTextBox control to the color, white
66. When you want to change several properties of a single control, you can use \_\_\_\_\_.
- A. For and Next statements
  - B. With and End With statements
  - C. Property and End Property statements
  - D. the SelectAll property

## Chapter 002 User Interface Design

67. The \_\_\_\_\_ symbol is used for concatenation.

- A. & (ampersand)
- B. @ (at)
- C. ' (apostrophe)
- D. \_ (underscore)

68. Which of the following is a valid example of concatenation?

- A. `MessageLabel.Text = MessageLabel.Text & " " & NameTextBox.Text`
- B. `WeatherReportLabel.Text = Today's weather will be & WeatherTextBox.Text`
- C. `CityAndStateLabel.Text = CityTextBox.Text AND StateTextBox.Text`
- D. `"Good Morning," & NameTextBox.Text = GreetingLabel.Text`

69. Use a blank space followed by the \_\_\_\_\_ symbol for continuing long lines of code to the next line.

- A. & (ampersand)
- B. @ (at)
- C. ' (apostrophe)
- D. \_ (underscore)

70. You can break a long line of code into multiple lines by \_\_\_\_\_ and then continuing writing code on the next line.

- A. pressing the Enter key at the end of the line
- B. adding a blank space and an ampersand (&) at the end of the line
- C. adding a blank space and an underscore ( \_ ) at the end of the line
- D. A or C above

71. Line and Shape controls \_\_\_\_\_.

- A. are installed in the Visual Basic toolbox by default
- B. are included in Microsoft PowerPacks which are not installed in the toolbox by default
- C. include the LineShape, OvalShape, and RectangleShape tools
- D. cannot be used on forms with group boxes

## Chapter 002 User Interface Design

### Short Answer Questions

72. Explain how to set the tab order of the controls on a form.

73. What is the component tray? List a control that appears in the component tray.

74. Use a With and End With statement to write the code that will clear NameTextBox and set the focus in that control.

With NameTextBox

**True / False Questions**

1. (p. 69) Labels are used primarily for user input.

**FALSE**

*Difficulty: Easy*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

2. (p. 71) TextBoxes can only display a single line of text, but RichTextBoxes can display text on multiple lines.

**FALSE**

*Difficulty: Medium*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

3. (p. 72) A form can contain multiple group boxes.

**TRUE**

*Difficulty: Easy*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

4. (p. 72) You are designing a form that will have three groups of radio buttons. You should create three group boxes, and then create the groups of radio buttons inside each of the group boxes.

**TRUE**

*Difficulty: Medium*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

5. (p. 73) Your project requires the user to choose his or her gender. You should display the choices, Male and Female, using check boxes.

**FALSE**

*Difficulty: Medium*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*



## Chapter 002 User Interface Design **Key**

6. (p. 73) The default setting for the Checked property of a check box is True.

**FALSE**

*Difficulty: Medium*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

7. (p. 73) During design time, you can make a check box appear selected by setting its Checked property to False.

**FALSE**

*Difficulty: Easy*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

8. (p. 73) When a check box is checked, the Checked property is set to True.

**TRUE**

*Difficulty: Easy*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

9. (p. 73) The user can select multiple radio buttons in the same group.

**FALSE**

*Difficulty: Easy*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

10. (p. 73) During run-time, if a radio button is selected, its Checked property is True.

**TRUE**

*Difficulty: Medium*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

## Chapter 002 User Interface Design **Key**

11. (p. 73) If you have several radio buttons, you can make them work together as a group by adding them to a GroupBox.

**TRUE**

*Difficulty: Medium*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

12. (p. 77) You can make labels, text boxes, and picture boxes appear to be three-dimensional by setting the BorderStyle property to Fixed3D.

**TRUE**

*Difficulty: Medium*

*Objective: Set the BorderStyle property to make controls appear flat or three-dimensional.*

13. (p. 78) If you would like to change the font property of five controls on your form so that they are all the same, you cannot change them as a group, you must change them individually.

**FALSE**

*Difficulty: Medium*

*Objective: Select multiple controls and move them, align them, and set common properties.*

14. (p. 78) You can select multiple controls by clicking on the first control and then holding the Ctrl key and clicking on each of the other controls in the group.

**TRUE**

*Difficulty: Easy*

*Objective: Select multiple controls and move them, align them, and set common properties.*

15. (p. 82) Setting the Cancel property of a button to True will allow the user to press Enter to execute the code procedure associated with the button.

**FALSE**

*Difficulty: Difficult*

*Objective: Make your projects easy for the user to understand and operate by defining access keys, setting an Accept and a Cancel button, controlling the tab sequence, resetting the focus during program execution, and causing ToolTips to appear.*

## Chapter 002 User Interface Design **Key**

16. (p. 82) The sequence for tabbing from control to control is determined by the TabIndex properties of the controls.

**TRUE**

*Difficulty: Medium*

*Objective: Make your projects easy for the user to understand and operate by defining access keys, setting an Accept and a Cancel button, controlling the tab sequence, resetting the focus during program execution, and causing ToolTips to appear.*

17. (p. 83) If you don't want the focus to stop on a control when the user presses the Tab key, set the TabStop property to True.

**FALSE**

*Difficulty: Medium*

*Objective: Make your projects easy for the user to understand and operate by defining access keys, setting an Accept and a Cancel button, controlling the tab sequence, resetting the focus during program execution, and causing ToolTips to appear.*

18. (p. 83) The object on the form with the lowest TabIndex will have the focus when the program begins.

**TRUE**

*Difficulty: Medium*

*Objective: Make your projects easy for the user to understand and operate by defining access keys, setting an Accept and a Cancel button, controlling the tab sequence, resetting the focus during program execution, and causing ToolTips to appear.*

19. (p. 84) The FormLocation property determines the position of the form on the user's screen when the project is run.

**FALSE**

*Difficulty: Medium*

*Objective: Make your projects easy for the user to understand and operate by defining access keys, setting an Accept and a Cancel button, controlling the tab sequence, resetting the focus during program execution, and causing ToolTips to appear.*

## Chapter 002 User Interface Design **Key**

20. (p. 85) Setting the control's ToolTip on ToolTip1 property will make a small label pop up when the user pauses the mouse pointer over the control.

**TRUE**

*Difficulty: Medium*

*Objective: Make your projects easy for the user to understand and operate by defining access keys, setting an Accept and a Cancel button, controlling the tab sequence, resetting the focus during program execution, and causing ToolTips to appear.*

21. (p. 86) The programmer can modify the appearance of ToolTips when they appear for the user.

**TRUE**

*Difficulty: Medium*

*Objective: Make your projects easy for the user to understand and operate by defining access keys, setting an Accept and a Cancel button, controlling the tab sequence, resetting the focus during program execution, and causing ToolTips to appear.*

22. (p. 87) The statement: ItemTextBox.Focus(), will place the insertion point in the text box called ItemTextBox.

**TRUE**

*Difficulty: Medium*

*Objective: Make your projects easy for the user to understand and operate by defining access keys, setting an Accept and a Cancel button, controlling the tab sequence, resetting the focus during program execution, and causing ToolTips to appear.*

23. (p. 87) The text property of a label or text box control can be cleared by using the Delete method.

**FALSE**

*Difficulty: Medium*

*Objective: Clear the contents of text boxes and labels.*

24. (p. 89) Setting an object's Enabled property to False will make the object invisible to the user.

**FALSE**

*Difficulty: Easy*

*Objective: Disable and enable controls at design time and run time.*

## Chapter 002 User Interface Design **Key**

25. (p. 90) You can change the color of the text in an object by changing the object's ForeColor property.

**TRUE**

*Difficulty: Easy*

*Objective: Change text color during program execution.*

26. (p. 93) Joining two strings of text is called concatenation.

**TRUE**

*Difficulty: Medium*

*Objective: Concatenate (join) strings of text.*

27. (p. 93) Long code statements can be implicitly continued in multiple lines in Visual Basic 2010.

**TRUE**

*Difficulty: Easy*

*Objective: Concatenate (join) strings of text.*

### **Multiple Choice Questions**

28. (p. 72) Which of the following objects is a container?

A. MaskedTextBox

**B.** GroupBox

C. RadioButton

D. RichTextBox

*Difficulty: Easy*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

## Chapter 002 User Interface Design **Key**

29. (p. 69) The property used to display information in a TextBox is \_\_\_\_\_.
- A. Caption
  - B. Name
  - C. Text**
  - D. Appearance

*Difficulty: Easy*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

30. (p. 69) In NameTextBox.Text, \_\_\_\_\_.
- A. the property is NameTextBox
  - B. the property is Text**
  - C. the object is Name
  - D. the object is Text

*Difficulty: Easy*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

31. (p. 69) If you want to display text that cannot be modified by the user, use the \_\_\_\_\_.
- A. TextBox control
  - B. Label control**
  - C. Caption control
  - D. MaskedTextBox control

*Difficulty: Easy*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

32. (p. 69) If you want to display text that can be modified by the user, use the \_\_\_\_\_.
- A. TextBox control**
  - B. Label control
  - C. Caption control
  - D. MaskedTextBox control

*Difficulty: Easy*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

## Chapter 002 User Interface Design **Key**

33. (p. 69) Assume that you are designing a form and it will be necessary for the user to type in his name. You should use a \_\_\_\_\_ for inputting the user's name.

- A.** TextBox
- B. Label
- C. Button
- D. CheckBox

*Difficulty: Easy*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

34. (p. 69) You can modify the setting in the \_\_\_\_\_ property if you want to align the text in a textbox to appear on the left side of the box.

- A. AlignLeft
- B. Text
- C. Left
- D.** TextAlign

*Difficulty: Easy*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

35. (p. 69) In code, you can make the text in a text box display left-aligned by using \_\_\_\_\_.

- A.** `ObjectName.TextAlign = HorizontalAlignment.Left`
- B. `ObjectName.Alignment = Left`
- C. `ObjectName.Left = True`
- D. `ObjectName.HorizontalAlignment = Left`

*Difficulty: Easy*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

## Chapter 002 User Interface Design **Key**

36. (p. 70) Which of the following is the best choice when the user needs to input her social security number?

- A. RichTextBox
- B. TextBox
- C. MaskedTextBox**
- D. GroupBox

*Difficulty: Medium*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

37. (p. 71) You are designing a form and you need a control that will be used for the user to type a brief summary of his work experience. You want to allow formatting options and multiple lines. The best control for this task would be a \_\_\_\_\_.

- A. RichTextBox**
- B. TextBox
- C. MaskedTextBox
- D. GroupBox

*Difficulty: Easy*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

38. (p. 71) The \_\_\_\_\_ must be set to True for text to wrap to a second line in a text box and a rich text box.

- A. MultipleLine property
- B. Wrapping and the MultipleLine properties
- C. WordWrap and Multiline properties**
- D. MultipleLine

*Difficulty: Easy*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*



## Chapter 002 User Interface Design **Key**

39. (p. 73) Assume that you are designing a form where the user will need to select only one item from a group of displayed choices. This can best be accomplished by using \_\_\_\_\_.

- A. check boxes
- B. text boxes
- C. radio buttons**
- D. name boxes

*Difficulty: Medium*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

40. (p. 73) Your project will allow the user to choose the background color for the form. You will offer them five choices. You should use \_\_\_\_\_.

- A. check boxes
- B. text boxes
- C. radio buttons**
- D. name boxes

*Difficulty: Medium*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

41. (p. 73) A hair-styling salon needs help designing a form for the various services that they offer. What would you suggest they use that will display all of the services, and that will allow the customers to choose one or more items?

- A. Check boxes**
- B. Text boxes
- C. Radio buttons
- D. Rich text boxes

*Difficulty: Medium*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

## Chapter 002 User Interface Design **Key**

42. (p. 73) The property used to display something in a PictureBox control is \_\_\_\_\_.
- A. Picture
  - B. Name
  - C. Text
  - D. Image**

*Difficulty: Medium*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

43. (p. 73) In order to make a picture appear in a PictureBox control, you must set the \_\_\_\_\_ property.
- A. Image**
  - B. Picture
  - C. Graphic
  - D. Icon

*Difficulty: Medium*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

44. (p. 75) If you create a PictureBox that has a picture displayed during design time, but you don't want it to appear when the project runs, you must \_\_\_\_\_.
- A. set the SizeMode property to True
  - B. set the Visible property to True
  - C. set the SizeMode property to False
  - D. set the Visible property to False**

*Difficulty: Medium*

*Objective: Make a control visible or invisible at run time by setting its Visible property.*

45. (p. 75) In order to make a picture expand to fill an image control, you must \_\_\_\_\_.
- A. set the SizeMode property to StretchImage**
  - B. set the Visible property to True
  - C. set the SizeMode property to AutoSize
  - D. set the Visible property to False

*Difficulty: Medium*

*Objective: Use text boxes, masked text boxes, rich text boxes, group boxes, check boxes, radio buttons, and picture boxes effectively.*

## Chapter 002 User Interface Design **Key**

46. (p. 77) Set the \_\_\_\_\_ property of a label, text box, or picture box to make it appear to be three-dimensional or flat.

- A. 3D
- B. Fixed3D
- C. BorderStyle**
- D. FixedSingle

*Difficulty: Medium*

*Objective: Set the BorderStyle property to make controls appear flat or three-dimensional.*

47. (p. 80) You can vertically align a group of controls on your form by first selecting all of the controls to be aligned, and then \_\_\_\_\_.

- A. setting their Size property to the same value
- B. choosing Align Lefts from the Layout toolbar**
- C. selecting "Make Same Size" from the Layout toolbar
- D. setting their Height property to the same value

*Difficulty: Difficult*

*Objective: Select multiple controls and move them, align them, and set common properties.*

48. (p. 81) Create keyboard access on an object by \_\_\_\_\_ in the Text property.

- A. using ampersand (&)**
- B. using at (@)
- C. using underscore ( \_ )
- D. capitalizing the first letter of the word

*Difficulty: Medium*

*Objective: Make your projects easy for the user to understand and operate by defining access keys, setting an Accept and a Cancel button, controlling the tab sequence, resetting the focus during program execution, and causing ToolTips to appear.*

## Chapter 002 User Interface Design **Key**

49. (p. 81) If the text displayed on a button is "Clear", and the C in the word Clear is underlined, the user can press \_\_\_\_\_ to execute the code in the "Clear" button.

- A. just the letter C
- B. the Ctrl key and the letter C
- C.** the Alt key and the letter C
- D. the Shift key and the letter C

*Difficulty: Medium*

*Objective: Make your projects easy for the user to understand and operate by defining access keys, setting an Accept and a Cancel button, controlling the tab sequence, resetting the focus during program execution, and causing ToolTips to appear.*

50. (p. 82) The \_\_\_\_\_ symbol is used for creating keyboard access on Visual Basic objects.

- A.** & (ampersand)
- B. @ (at)
- C. ' (apostrophe)
- D. \_ (underscore)

*Difficulty: Medium*

*Objective: Make your projects easy for the user to understand and operate by defining access keys, setting an Accept and a Cancel button, controlling the tab sequence, resetting the focus during program execution, and causing ToolTips to appear.*

51. (p. 82) Setting the AcceptButton property of a form to a button name will cause the code in that button to be executed when the user presses \_\_\_\_\_.

- A. the Esc key
- B.** the Enter key
- C. the Home key
- D. the Tab key

*Difficulty: Medium*

*Objective: Make your projects easy for the user to understand and operate by defining access keys, setting an Accept and a Cancel button, controlling the tab sequence, resetting the focus during program execution, and causing ToolTips to appear.*

## Chapter 002 User Interface Design **Key**

52. (p. 83) Setting the TabIndex of a control to 0 (zero) will \_\_\_\_\_.
- A. cause the control to appear to the right of the other controls
  - B. make the control Visible
  - C. align the control to the left of the other controls
  - D. set the focus on this control when the program begins running**

*Difficulty: Medium*

*Objective: Make your projects easy for the user to understand and operate by defining access keys, setting an Accept and a Cancel button, controlling the tab sequence, resetting the focus during program execution, and causing ToolTips to appear.*

53. (p. 83) If a text box has a TabIndex lower than all of the other objects, it will \_\_\_\_\_.
- A. appear to the right of the other controls
  - B. be skipped when the user presses the Tab key
  - C. be aligned to the left of the other controls
  - D. have the focus when the program begins running**

*Difficulty: Medium*

*Objective: Make your projects easy for the user to understand and operate by defining access keys, setting an Accept and a Cancel button, controlling the tab sequence, resetting the focus during program execution, and causing ToolTips to appear.*

54. (p. 83) Which design time property setting should be used on an object named UserInputTextBox in order to make the insertion point appear in the object when the form first appears?
- A. Focus property set to True
  - B. TabStop property set to Focus
  - C. TabIndex property set to True
  - D. TabIndex property set to 0**

*Difficulty: Medium*

*Objective: Make your projects easy for the user to understand and operate by defining access keys, setting an Accept and a Cancel button, controlling the tab sequence, resetting the focus during program execution, and causing ToolTips to appear.*

## Chapter 002 User Interface Design **Key**

55. (p. 84) If you want a form to be centered on the screen when it first appears, you must set the \_\_\_\_\_ property of the Form.

- A. WindowState
- B. Maximized
- C. StartPosition**
- D. Centered

*Difficulty: Medium*

*Objective: Make your projects easy for the user to understand and operate by defining access keys, setting an Accept and a Cancel button, controlling the tab sequence, resetting the focus during program execution, and causing ToolTips to appear.*

56. (p. 85) Small labels that pop up when the user pauses the mouse pointer over a control on the form are created by \_\_\_\_\_.

- A. using the Focus method
- B. changing the object's Text property to True
- C. setting the object's ToolTip on ToolTip1 property**
- D. setting the object's Value property to True

*Difficulty: Medium*

*Objective: Make your projects easy for the user to understand and operate by defining access keys, setting an Accept and a Cancel button, controlling the tab sequence, resetting the focus during program execution, and causing ToolTips to appear.*

57. (p. 87) Which of the following statements will clear the contents of a text box named MessageTextBox?

- A. MessageTextBox.Text = ""
- B. MessageTextBox.Clear()
- C. MessageTextBox.Text = String.Empty
- D. All of the answers are correct.**

*Difficulty: Medium*

*Objective: Clear the contents of text boxes and labels.*

## Chapter 002 User Interface Design **Key**

58. (p. 87) As a program runs, the insertion point can be moved from control to control. In order to reset the focus back in a text box named NameTextBox, you should use the code \_\_\_\_\_.

- A.** NameTextBox.Focus()
- B. NameTextBox = Focus()
- C. NameTextBox = Top()
- D. NameTextBox.First()

*Difficulty: Difficult*

*Objective: Make your projects easy for the user to understand and operate by defining access keys, setting an Accept and a Cancel button, controlling the tab sequence, resetting the focus during program execution, and causing ToolTips to appear.*

59. (p. 87) The Focus method \_\_\_\_\_.

- A. will adjust the picture clarity on the monitor
- B. can be used to clear the contents of a text box
- C. allows the programmer to set the Tab order
- D.** is used to place the insertion point in an object

*Difficulty: Medium*

*Objective: Make your projects easy for the user to understand and operate by defining access keys, setting an Accept and a Cancel button, controlling the tab sequence, resetting the focus during program execution, and causing ToolTips to appear.*

60. (p. 88) If a radio button is currently selected, its \_\_\_\_\_ property will be True.

- A.** Checked
- B. Enabled
- C. Selected
- D. Visible

*Difficulty: Medium*

*Objective: Disable and enable controls at design time and run time.*

## Chapter 002 User Interface Design **Key**

61. (p. 88) Which of the following statements makes the visibility of the label match the setting in the check box?

- A. `CheckBoxName.Enabled = LabelName.Visible`
- B. `LabelName.Checked = CheckBoxName.Visible`
- C. `LabelName.Visible = CheckBoxName.Checked`**
- D. `CheckBoxName.Checked=LabelName.Visible`

*Difficulty: Medium*

*Objective: Make a control visible or invisible at run time by setting its Visible property.*

62. (p. 89) The \_\_\_\_\_ property of a control determines whether or not the control is available or "grayed-out."

- A. Enabled**
- B. Checked
- C. Visible
- D. Available

*Difficulty: Medium*

*Objective: Disable and enable controls at design time and run time.*

63. (p. 90) If you would like to change the color of text, you must change the \_\_\_\_\_ property.

- A. ForeColor**
- B. BackColor
- C. Appearance
- D. Background

*Difficulty: Medium*

*Objective: Change text color during program execution.*



## Chapter 002 User Interface Design **Key**

64. (p. 90) The code: `NameTextBox.ForeColor = Color.Red`, will \_\_\_\_\_.
- A. change the color of the border of the `NameTextBox` control to red
  - B. cause the `NameTextBox` control to have a red background
  - C. change the background color of the form to red
  - D.** change the text in the `NameTextBox` control to the color, red

*Difficulty: Medium*

*Objective: Change text color during program execution.*

65. (p. 90) The code: `NameTextBox.BackColor = Color.White`, will \_\_\_\_\_.
- A. change the color of the border of the `NameTextBox` control to white
  - B.** cause the `NameTextBox` control to have a white background
  - C. change the background color of the form to white
  - D. change the text in the `NameTextBox` control to the color, white

*Difficulty: Medium*

*Objective: Change text color during program execution.*

66. (p. 92) When you want to change several properties of a single control, you can use \_\_\_\_\_.
- A. For and Next statements
  - B.** With and End With statements
  - C. Property and End Property statements
  - D. the `SelectAll` property

*Difficulty: Medium*

*Objective: Code multiple statements for one control using the With and End With statements.*

67. (p. 93) The \_\_\_\_\_ symbol is used for concatenation.
- A.** & (ampersand)
  - B. @ (at)
  - C. ' (apostrophe)
  - D. \_ (underscore)

*Difficulty: Medium*

*Objective: Concatenate (join) strings of text.*

## Chapter 002 User Interface Design **Key**

68. (p. 93) Which of the following is a valid example of concatenation?
- A.** MessageLabel.Text = MessageLabel.Text & " " & NameTextBox.Text
  - B. WeatherReportLabel.Text = Today's weather will be & WeatherTextBox.Text
  - C. CityAndStateLabel.Text = CityTextBox.Text AND StateTextBox.Text
  - D. "Good Morning," & NameTextBox.Text = GreetingLabel.Text

*Difficulty: Difficult*

*Objective: Concatenate (join) strings of text.*

69. (p. 93) Use a blank space followed by the \_\_\_\_\_ symbol for continuing long lines of code to the next line.
- A. & (ampersand)
  - B. @ (at)
  - C. ' (apostrophe)
  - D.** \_ (underscore)

*Difficulty: Medium*

*Objective: Concatenate (join) strings of text.*

70. (p. 93) You can break a long line of code into multiple lines by \_\_\_\_\_ and then continuing writing code on the next line.
- A. pressing the Enter key at the end of the line
  - B. adding a blank space and an ampersand (&) at the end of the line
  - C. adding a blank space and an underscore ( \_ ) at the end of the line
  - D.** A or C above

*Difficulty: Medium*

*Objective: Concatenate (join) strings of text.*

71. (p. 94) Line and Shape controls \_\_\_\_\_.
- A. are installed in the Visual Basic toolbox by default
  - B. are included in Microsoft PowerPacks which are not installed in the toolbox by default
  - C.** include the LineShape, OvalShape, and RectangleShape tools
  - D. cannot be used on forms with group boxes

*Difficulty: Medium*

*Objective: Download the line and shape controls, add them to the toolbox, and use the controls on your forms.*

a

### Short Answer Questions

72. (p. 82) Explain how to set the tab order of the controls on a form.

Option 1: Set each control's TabIndex property in the Properties window.

Option 2: Make sure the Design window is active.

- a. Select View/Tab Order from the menu. Small numbers appear in the corner of the control.
- b. Click in the first control you want to have a TabIndex equal to zero, then click on the control for TabIndex equal to one. Continue on until you have set the TabIndex for all controls.

*Difficulty: Difficult*

*Objective: Make your projects easy for the user to understand and operate by defining access keys, setting an Accept and a Cancel button, controlling the tab sequence, resetting the focus during program execution, and causing ToolTips to appear.*

73. (p. 85) What is the component tray? List a control that appears in the component tray.

The component tray is a pane at the bottom of the Form Designer. This pane holds controls that do not have a visual representation at run time. The PrintForm component was discussed in chapter one and this chapter covered the ToolTip tool.

*Difficulty: Difficult*

*Objective: Make your projects easy for the user to understand and operate by defining access keys, setting an Accept and a Cancel button, controlling the tab sequence, resetting the focus during program execution, and causing ToolTips to appear.*

74. (p. 92) Use a With and End With statement to write the code that will clear NameTextBox and set the focus in that control.

With NameTextBox

```
.Clear() 'or .Text = ""  
.Focus()  
End With
```

*Difficulty: Medium*

*Objective: Code multiple statements for one control using the With and End With statements.*