

Final Exam Review

Multiple Choice

Identify the choice that best completes the statement or answers the question.



- ___ 1. Both the program and the data must be placed in the ___ of computers like the laptop shown in the accompanying figure in order for the computer to carry out the instructions in the program.
- a. read only memory (ROM)
 - b. central processing unit (CPU)
 - c. CD-ROM
 - d. random access memory (RAM)

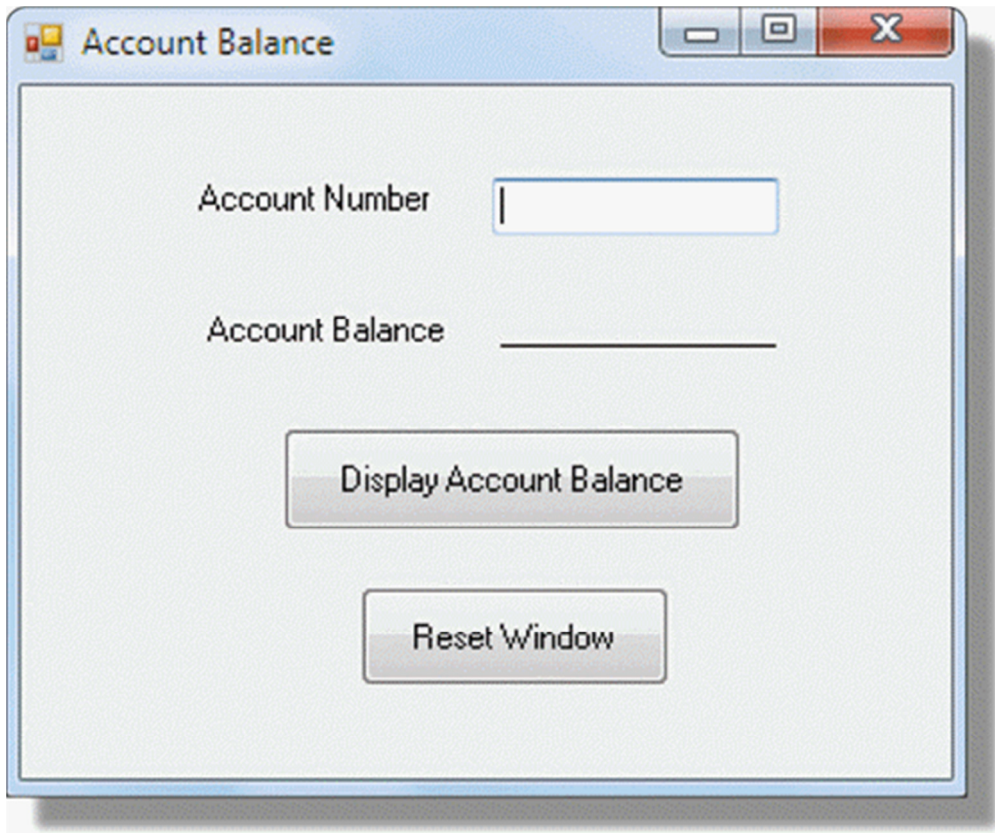


- ___ 2. Which item in the accompanying figure is a storage device?
 - a. 1
 - b. 2
 - c. 3
 - d. 4

- ___ 3. Which item in the accompanying figure is a processing device?
 - a. 1
 - b. 2
 - c. 3
 - d. 5

- ___ 4. In which order do most programs follow these general steps?
 - a. process data, accept input data, create output data
 - b. create output data, accept input data, process data
 - c. accept input data, process data, create output data
 - d. accept input data, create output data, process data

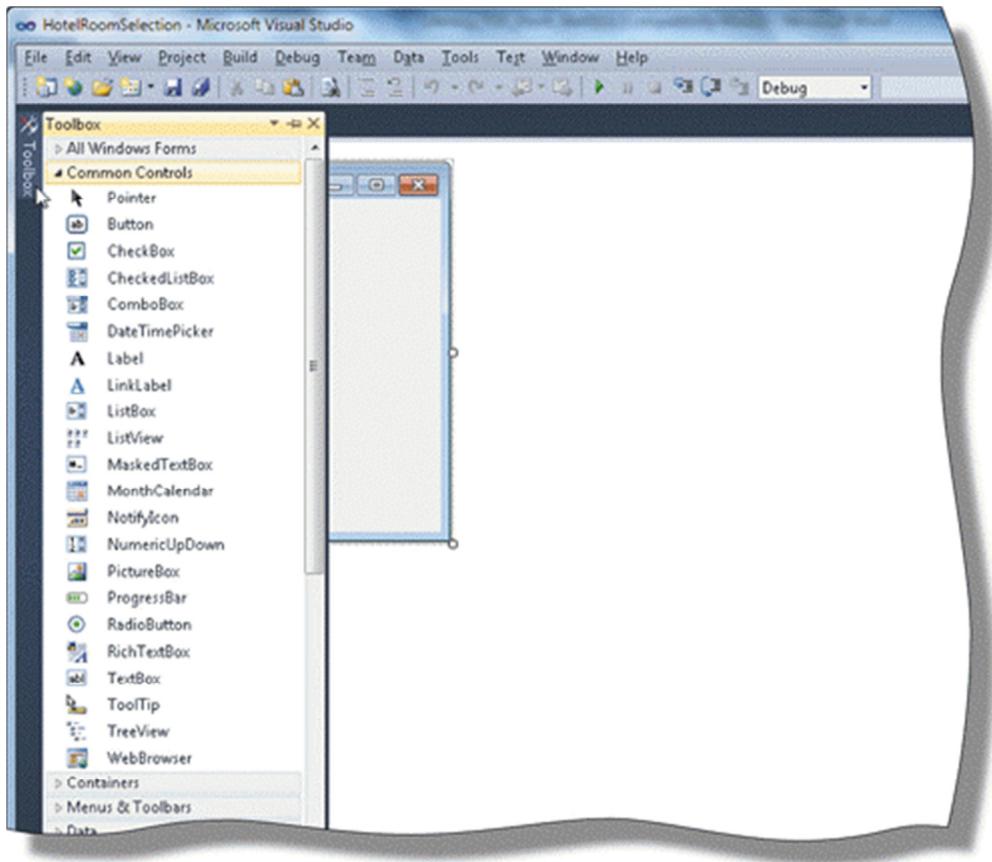
- ___ 5. Most Visual Basic 2010 programs are ___ programs because they communicate with the user through a graphical user interface (GUI).
 - a. GUI-based
 - b. indexed
 - c. event-driven
 - d. persistent



- ___ 6. As shown in the accompanying figure, a(n) ___ consists of a window containing a variety of objects, that can be displayed on various devices.
- | | |
|--------|--------|
| a. ROM | c. CPU |
| b. GUI | d. ERD |
- ___ 7. Clicking a button like the one labeled Reset Window in the accompanying figure when a Visual Basic program is running triggers a(n) ___.
- | | |
|------------|-------------|
| a. index | c. baseline |
| b. radical | d. event |
- ___ 8. Users employ GUI objects to ___.
- | | |
|-------------------|--------------------------|
| a. select options | c. cause events to occur |
| b. enter data | d. all of the above |
- ___ 9. Addition and subtraction are considered to be ___ operations performed by a computer.
- | | |
|--------------|---------------|
| a. input | c. arithmetic |
| b. comparing | d. output |
- ___ 10. It is the ability of a computer to perform ___ operations that separates it from other types of calculating devices.
- | | |
|---------------|------------|
| a. arithmetic | c. logical |
| b. input | d. output |
- ___ 11. A computer is able to make decisions based on the results of ___ operations.
- | | |
|---------------|------------|
| a. arithmetic | c. logical |
| b. grouping | d. sorting |

- ___ 12. A ___ is a collection of data organized in a manner that allows access, retrieval, and use of that data.
- a. file
 - b. folder
 - c. program
 - d. database
- ___ 13. The ___ of a programming language is the set of rules that describe how the programming language elements can be used.
- a. logic
 - b. semantics
 - c. syntax
 - d. GUI
- ___ 14. A(n) ___ is a set of services and tools that enable a developer to code, test, and implement a computer program or series of programs.
- a. integrated development environment (IDE)
 - b. graphical user interface (GUI)
 - c. development studio
 - d. Microsoft Intermediate Language (MSIL)
- ___ 15. In the Visual Studio IDE, the ___ identifies the window or application open in the window.
- a. title bar
 - b. menu bar
 - c. index bar
 - d. property
- ___ 16. The ___ contains a list of commands that allow you to create, edit, save, print, test, and run a Visual Basic program.
- a. menu bar
 - b. toolbar
 - c. Toolbox
 - d. Properties window
- ___ 17. ___ are the characteristics of objects in Visual Basic.
- a. Methods
 - b. Function
 - c. Identifiers
 - d. Properties
- ___ 18. ___ is a language that can be used in Visual Studio.
- a. Fortran
 - b. Visual F#
 - c. Lisp
 - d. COBOL
- ___ 19. The characteristics of GUI controls such as buttons and text boxes can be set using the ___ window in the Visual Studio IDE.
- a. Characteristics
 - b. Attributes
 - c. Properties
 - d. Values
- ___ 20. The most widely used programming language in the world is ___.
- a. SQL
 - b. XML
 - c. Java
 - d. Visual Basic
- ___ 21. The Visual Studio programming language, ___, is a synthesis of C++ and Visual Basic.
- a. Visual J#
 - b. Visual C#
 - c. Visual C++
 - d. Java
- ___ 22. The ___ provides tools and processes developers can use to produce and run programs.
- a. SQL Server Set
 - b. .NET Framework
 - c. Java Toolkit
 - d. both A and B
- ___ 23. A class ___ is a collection of classes that can be made available for developers to use
- a. glossary
 - b. library
 - c. index
 - d. roster

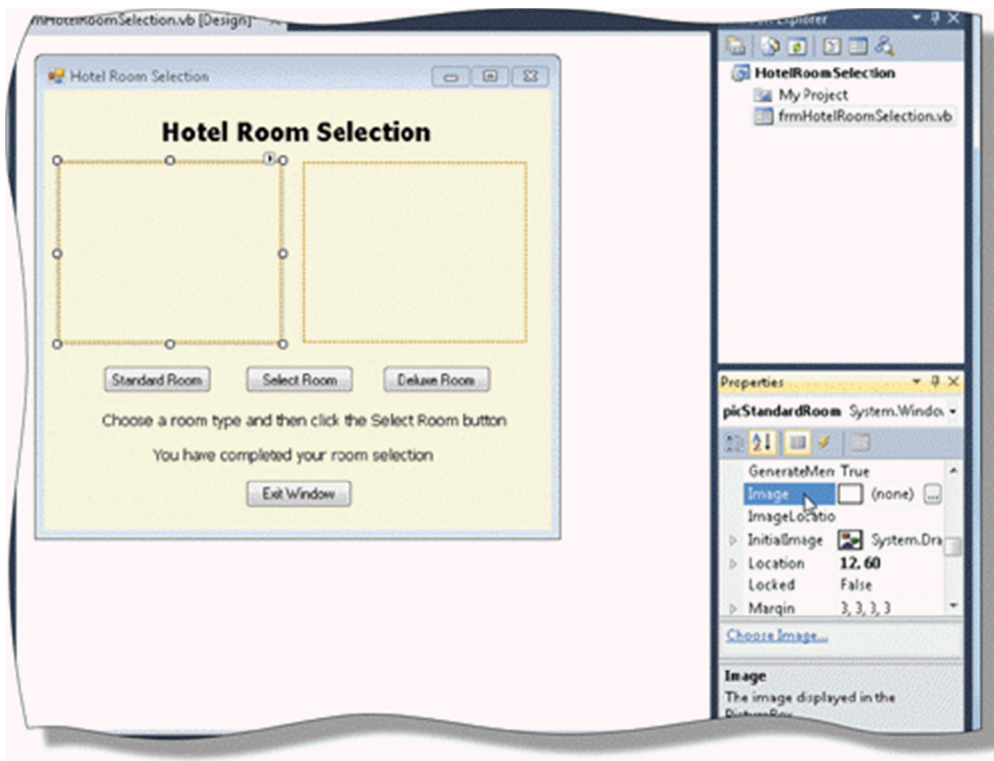
- ___ 24. The process of ___ is used to create an object from a class.
- a. initialization
 - b. instantiation
 - c. objectification
 - d. classification
- ___ 25. Each control that you use when developing the graphical user interface is created from a(n) ___ in the .NET 4.0 Framework.
- a. baseline
 - b. roster
 - c. index
 - d. class
- ___ 26. The ___ reads the MSIL code and causes the program instructions to be executed
- a. CAD
 - b. RAD
 - c. CLR
 - d. ARD
- ___ 27. Translating programming language statements into machine-executable instructions is accomplished by a process called program ___.
- a. instantiation
 - b. compilation
 - c. factoring
 - d. indexing
- ___ 28. A Web site application runs on a Web server and produces ___ code that is downloaded to a client computer's browser.
- a. XML
 - b. DHTML
 - c. HTML
 - d. HTTP
- ___ 29. Visual Basic contains ___ tools that are used in the design process.
- a. RAD
 - b. ERD
 - c. HTTP
 - d. EFT
- ___ 30. A program whose interface will be a window on the screen of a computer running the Windows operating system, and which will allow the user to interact with the program by using this window, is created by selecting a ___ project in Visual Studio.
- a. Web Application
 - b. Console Application
 - c. Windows Application
 - d. Custom Control
- ___ 31. To create a new project using Visual Studio, you must specify both the type of application you will create and the ___ that you wish to use.
- a. color scheme
 - b. programming language
 - c. font size
 - d. window size
- ___ 32. The project name will be displayed on the ___ of the Visual Studio window.
- a. status bar
 - b. title bar
 - c. toolbar
 - d. Toolbox
- ___ 33. The ___ is the fundamental object in the graphical user interface you will create using Visual Studio tools.
- a. Windows Form object
 - b. user space
 - c. work area
 - d. user window



- ___ 34. Graphical elements called ___ components can be placed on a Windows Form object using the elements in the accompanying figure, when you are designing the user interface.
- | | |
|-----------|------------|
| a. linked | c. command |
| b. common | d. .NET |
- ___ 35. The Auto Hide button on the Toolbox title bar contains a ___ icon which indicates whether the Toolbox will remain open.
- | | |
|--------------|-------------|
| a. Lock | c. Minimize |
| b. Checkmark | d. Pushpin |
- ___ 36. ___ are used to control the color, size, name, and position on the screen of the GUI components.
- | | |
|---------------|------------|
| a. Attributes | c. Symbols |
| b. Properties | d. Indices |
- ___ 37. You are designing a form that will be used to record the mileage driven by a sales representative. Which of the following is the best name for this form?
- | | |
|--------------|-------------------|
| a. MilesForm | c. frmSalesRep |
| b. Form1 | d. frmMilesDriven |
- ___ 38. The size of a GUI object on a Windows Form object can be changed by dragging its borders or by using the ___ property of the object.
- | | |
|---------------|---------------|
| a. Dimensions | c. Resolution |
| b. Shape | d. Size |
- ___ 39. The ___ object is used to display a message or put a name on an item in a window.

- a. Label
b. TextBox
- c. PictureBox
d. Button
- ___ 40. The Label object appears in the ___ category in the Toolbox.
a. Common Controls
b. Text
c. Commands
d. Options
- ___ 41. A prefix of ___ should be used when naming Label objects.
a. lab
b. lbe
c. lbl
d. lal
- ___ 42. The ___ property of a Label object can be used to change the contents of the Label object.
a. Caption
b. Label
c. Text
d. Title
- ___ 43. You can use the ___ property to change the style or size of the text in a Label object.
a. Text
b. Font
c. Style
d. Format
- ___ 44. A blue line, called a ___ line, that appears when you are dragging a GUI object on a Windows Form object indicates that the object being dragged is horizontally aligned with the object connected by the blue line.
a. key
b. base
c. hot
d. snap
- ___ 45. You should ___ as the first phase of the program development life cycle.
a. design the user interface
b. gather and analyze the program requirements
c. code the program
d. document the program
- ___ 46. You should ___ as the second phase in the program development life cycle, after the program requirements have been gathered and analyzed.
a. design the program processing objects
b. code the program
c. design the user interface
d. document the program
- ___ 47. ___ a program means writing down in a prescribed manner the instructions for using the program, the way in which the program performs its tasks, and other items that users, other developers, and management might require.
a. Documenting
b. Labeling
c. Indexing
d. Texting
- ___ 48. A ___ document identifies the purpose of the program being developed, the application title, the procedures to be followed when using the program, any equations and calculations required, any conditions within the program that must be tested, and any notes and restrictions that must be followed by the program.
a. notes
b. requirements
c. restrictions
d. matrix
- ___ 49. ___ is another name for the user interface.
a. PictureBox
b. Windows Form
c. Presentation layer
d. Application matter
- ___ 50. Which of the following color palettes for the BackColor and ForeColor properties contains colors that are guaranteed to be displayed properly on every computer?
a. Artistic palette
c. System palette

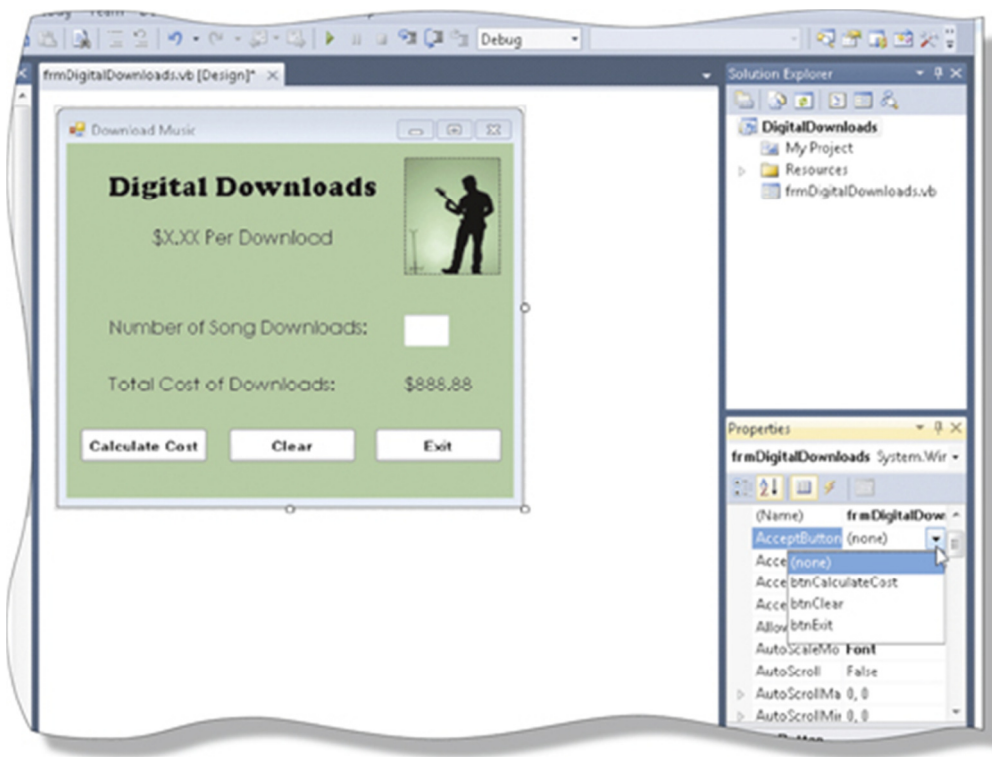
- b. Custom palette
 - d. Web palette
- ___ 51. Visual Studio 2010 offers three ___ of colors to use for the BackColor and ForeColor properties.
- a. indices
 - b. grids
 - c. rosters
 - d. palettes
- ___ 52. The ___ property of a GUI object controls the color of text that appears in the object.
- a. TextColor
 - b. ContentColor
 - c. ObjectColor
 - d. ForeColor
- ___ 53. A ___ object is used to display a graphic image.
- a. FormImage
 - b. PictureBox
 - c. BoxImage
 - d. Graphic
- ___ 54. To use an image in a program, the image first must be ___ into the program.
- a. linked
 - b. attached
 - c. imported
 - d. synced



- ___ 55. As shown in the accompanying figure, the Image property of the ___ object is used to specify the image that will be displayed.
- a. Graphic
 - b. ClipArt
 - c. PictureBox
 - d. Visual
- ___ 56. In the accompanying figure, clicking the Ellipsis button at the end of the Image property of the PictureBox object will display the ___ dialog box.
- a. Visuals
 - b. Select Resource
 - c. Graphics
 - d. Objects

- ___ 57. The Normal attribute of the SizeMode property places the image in the ___ corner of the PictureBox object without any changes.
- a. upper-left
 - b. upper-right
 - c. bottom-left
 - d. bottom-right
- ___ 58. The ___ option of the SizeMode property of the PictureBox object does not change the size of the image or the size of the PictureBox object, and places the image in the center of the PictureBox object.
- a. AutoSize
 - b. CenterImage
 - c. Normal
 - d. Zoom
- ___ 59. The ___ option of the SizeMode property of the PictureBox object will adjust the size of the image to match the size of the PictureBox object.
- a. AutoSize
 - b. CenterImage
 - c. StretchImage
 - d. Zoom
- ___ 60. A button must be ___ in order for the user to click it and cause an event.
- a. enabled
 - b. compiled
 - c. indexed
 - d. executed
- ___ 61. The Start Debugging button appears on the ___ toolbar.
- a. Build
 - b. Standard
 - c. Compilation
 - d. Program
- ___ 62. When the ___ property of a GUI object is set to False, the object will appear dimmed on the form.
- a. Visible
 - b. Enabled
 - c. Targeted
 - d. Active
- ___ 63. A set of rules that specify how each code statement must be written is called the ___ of the programming language.
- a. grammar
 - b. syntax
 - c. glossary
 - d. roster
- ___ 64. Which of the following is the correct general format for assigning a value to a property?
- a. propertyvalue = propertyname.objectname
 - b. propertyvalue = objectname.property
 - c. propertyname.objectname = propertyvalue
 - d. objectname.property = propertyvalue
- ___ 65. The ___ feature displays all allowable entries you can make in a Visual Basic statement each time a dot, equal sign, or other special character required for the statement is typed.
- a. AutoComplete
 - b. AutoSense
 - c. IntelliComplete
 - d. IntelliSense
- ___ 66. When the ___ property of a GUI object is set to False, the object will not appear on the form at runtime.
- a. Visible
 - b. Display
 - c. Show
 - d. View
- ___ 67. Comments are displayed (by default) with ___.
- a. a green squiggly line
 - b. green text
 - c. blue text
 - d. a blue squiggly line
- ___ 68. ___ comments appear at the beginning of the program, and contain the developer's name, the date, and the purpose of the program.
- a. Final
 - c. Inline

- b. Introductory
d. Same line
- ___ 69. When a user activates a Button object on a form, the Button's ___ event occurs.
a. click
c. display
b. activation
d. sync
- ___ 70. The first code written for an event should be ___ code.
a. assignment
c. enabling
b. comment
d. disabling
- ___ 71. Open and close ___ immediately following the name of a procedure identify a Visual Basic statement as a procedure call statement.
a. curly braces
c. quotation marks
b. square brackets
d. parentheses
- ___ 72. Use the Print choice on the ___ menu to print the Visual Basic code.
a. File
c. View
b. Edit
d. Tools
- ___ 73. A(n) ___ document consists of a table that specifies an object in the user interface that will cause an event, the action taken by the user to trigger the event, and the event processing that must occur.
a. event handler
c. event coding
b. event planning
d. event specification
- ___ 74. A(n) ___ means the user has initiated an action that causes the program to perform the type of processing called for by the user's action.
a. link
c. event
b. assignment
d. activation



- ___ 75. As shown in the accompanying figure, the ___ property of the form specifies which button will be activated when the ENTER key on the keyboard is pressed.
- a. GoButton
 - b. AcceptButton
 - c. EnterButton
 - d. ReturnButton
- ___ 76. The event handler of a button designated as the Cancel button will be processed when the user presses the ___ key on the keyboard.
- a. ESC
 - b. ENTER
 - c. CTRL
 - d. ALT
- ___ 77. The ___ indicates that a statement is an assignment statement.
- a. keyword Set
 - b. ampersand (&)
 - c. equal sign (=)
 - d. keyword Assign
- ___ 78. A ___ beneath a variable name in a declaration statement indicates that the variable has not been used in the program.
- a. blue squiggly underline
 - b. green squiggly underline
 - c. red squiggly underline
 - d. yellow squiggly underline
- ___ 79. A variable that will be used to contain only whole numbers should be declared as a(n) ___ data type.
- a. Decimal
 - b. Double
 - c. Integer
 - d. Single
- ___ 80. The memory allocation for the Char data type is ___ bytes.
- a. 2
 - b. 4
 - c. 8
 - d. 16
- ___ 81. A variable that will be used to hold only True or False values should be declared as a(n) ___ data type.
- a. Boolean
 - b. Decimal
 - c. Integer
 - d. Single
- ___ 82. A(n) ___ variable should be used for values that will consist of a single character only.
- a. Boolean
 - b. Char
 - c. Decimal
 - d. Integer
- ___ 83. A prefix of ___ is used for variables defined as a String data type.
- a. chr
 - b. wrd
 - c. str
 - d. txt
- ___ 84. A prefix of ___ is used to denote a variable defined as an Integer data type
- a. num
 - b. dec
 - c. nbr
 - d. int
- ___ 85. A prefix of ___ is used to denote a variable defined as a Char data type.
- a. str
 - b. chr
 - c. txt
 - d. wrd
- ___ 86. A prefix of ___ is used to denote that a variable has been defined as a Boolean data type.
- a. tru
 - b. tfl
 - c. bln
 - d. trf
- ___ 87. The dtm prefix is used to denote a(n) ___ data type.
- a. Boolean
 - b. Char
 - c. Single
 - d. Date

- ___ 88. A variable that has been defined as a Single data type is denoted with the ___ prefix.
- a. sng
 - b. sin
 - c. num
 - d. sge
- ___ 89. The prefix ___ should be used for a Double variable.
- a. dbl
 - b. dub
 - c. dou
 - d. dob
- ___ 90. The character C is the literal-type character for the ___ data type.
- a. Char
 - b. Short
 - c. Integer
 - d. Decimal
- ___ 91. The ___ of a variable specifies where a variable can be referenced within a program.
- a. range
 - b. lifetime
 - c. scope
 - d. scale
- ___ 92. The ___ statement prevents automatic conversion of data types.
- a. Manual Conversion On
 - b. Option Strict Off
 - c. Manual Conversion Off
 - d. Option Strict On
- ___ 93. The ___ operator is used for exponentiation.
- a. *
 - b. ^
 - c. ~
 - d. \
- ___ 94. When using ___ division (\), any remainder amount is dropped or truncated.
- a. modular
 - b. integer
 - c. linear
 - d. decimal
- ___ 95. Used with the ToString function, the ___ format specifier will display the value 8976.43561 as 8,976.44.
- a. Fixed (F)
 - b. Number (N)
 - c. Currency (C)
 - d. General (G)
- ___ 96. Used with the ToString function, the ___ format specifier will display the value 8976.43561 as 8976.44.
- a. Fixed (F)
 - b. Number (N)
 - c. General (G)
 - d. Currency (C)
- ___ 97. The ___ operator is used to concatenate two strings.
- a. &
 - b. #
 - c. @
 - d. +
- ___ 98. A ___ Exception occurs when the user enters data that a statement cannot properly handle.
- a. Style
 - b. Substance
 - c. Format
 - d. Setting
- ___ 99. A(n) ___ Exception occurs when a calculation creates a value larger than one that can be processed by a procedure.
- a. Excessive input
 - b. MaxSize
 - c. Stack
 - d. Overflow
- ___ 100. A ___ Exception occurs when code attempts to divide a number by zero.
- a. Divide by Zero
 - b. Zero denominator
 - c. Zero error
 - d. Division Error

**Final Exam
Answer Section****MULTIPLE CHOICE**

1. ANS: D	PTS: 1	REF: 4
2. ANS: A	PTS: 1	REF: 3
3. ANS: D	PTS: 1	REF: 3
4. ANS: C	PTS: 1	REF: 4
5. ANS: C	PTS: 1	REF: 5
6. ANS: B	PTS: 1	REF: 5
7. ANS: D	PTS: 1	REF: 6
8. ANS: D	PTS: 1	REF: 6
9. ANS: C	PTS: 1	REF: 10
10. ANS: C	PTS: 1	REF: 11
11. ANS: C	PTS: 1	REF: 16
12. ANS: D	PTS: 1	REF: 16
13. ANS: C	PTS: 1	REF: 16
14. ANS: A	PTS: 1	REF: 17
15. ANS: A	PTS: 1	REF: 17
16. ANS: A	PTS: 1	REF: 18
17. ANS: D	PTS: 1	REF: 19
18. ANS: B	PTS: 1	REF: 19
19. ANS: C	PTS: 1	REF: 19
20. ANS: D	PTS: 1	REF: 19
21. ANS: B	PTS: 1	REF: 20
22. ANS: B	PTS: 1	REF: 20
23. ANS: B	PTS: 1	REF: 21
24. ANS: B	PTS: 1	REF: 21
25. ANS: D	PTS: 1	REF: 22
26. ANS: C	PTS: 1	REF: 23
27. ANS: B	PTS: 1	REF: 23
28. ANS: C	PTS: 1	REF: 25
29. ANS: A	PTS: 1	REF: 32
30. ANS: C	PTS: 1	REF: 34
31. ANS: B	PTS: 1	REF: 34
32. ANS: B	PTS: 1	REF: 36
33. ANS: A	PTS: 1	REF: 37
34. ANS: D	PTS: 1	REF: 38
35. ANS: D	PTS: 1	REF: 38
36. ANS: B	PTS: 1	REF: 39
37. ANS: D	PTS: 1	REF: 40
38. ANS: D	PTS: 1	REF: 44
39. ANS: A	PTS: 1	REF: 45
40. ANS: A	PTS: 1	REF: 46
41. ANS: C	PTS: 1	REF: 47

42.	ANS: C	PTS: 1	REF: 48
43.	ANS: B	PTS: 1	REF: 51
44.	ANS: D	PTS: 1	REF: 70
45.	ANS: B	PTS: 1	REF: 75
46.	ANS: C	PTS: 1	REF: 75
47.	ANS: A	PTS: 1	REF: 75-76
48.	ANS: B	PTS: 1	REF: 77
49.	ANS: C	PTS: 1	REF: 79
50.	ANS: D	PTS: 1	REF: 115
51.	ANS: D	PTS: 1	REF: 115
52.	ANS: D	PTS: 1	REF: 116
53.	ANS: B	PTS: 1	REF: 117
54.	ANS: C	PTS: 1	REF: 120
55.	ANS: C	PTS: 1	REF: 120
56.	ANS: B	PTS: 1	REF: 121
57.	ANS: A	PTS: 1	REF: 123
58.	ANS: B	PTS: 1	REF: 123
59.	ANS: C	PTS: 1	REF: 124
60.	ANS: A	PTS: 1	REF: 126
61.	ANS: B	PTS: 1	REF: 129
62.	ANS: B	PTS: 1	REF: 129
63.	ANS: B	PTS: 1	REF: 131
64.	ANS: D	PTS: 1	REF: 133
65.	ANS: D	PTS: 1	REF: 134
66.	ANS: A	PTS: 1	REF: 138
67.	ANS: B	PTS: 1	REF: 143
68.	ANS: B	PTS: 1	REF: 146
69.	ANS: A	PTS: 1	REF: 153
70.	ANS: B	PTS: 1	REF: 154
71.	ANS: D	PTS: 1	REF: 155
72.	ANS: A	PTS: 1	REF: 156
73.	ANS: B	PTS: 1	REF: 157
74.	ANS: C	PTS: 1	REF: 157
75.	ANS: B	PTS: 1	REF: 210
76.	ANS: A	PTS: 1	REF: 211
77.	ANS: C	PTS: 1	REF: 214
78.	ANS: B	PTS: 1	REF: 216
79.	ANS: C	PTS: 1	REF: 220
80.	ANS: A	PTS: 1	REF: 222
81.	ANS: A	PTS: 1	REF: 222
82.	ANS: B	PTS: 1	REF: 222
83.	ANS: C	PTS: 1	REF: 224
84.	ANS: D	PTS: 1	REF: 224
85.	ANS: B	PTS: 1	REF: 224
86.	ANS: C	PTS: 1	REF: 224
87.	ANS: D	PTS: 1	REF: 224
88.	ANS: A	PTS: 1	REF: 224

89.	ANS: A	PTS: 1	REF: 224
90.	ANS: A	PTS: 1	REF: 225
91.	ANS: C	PTS: 1	REF: 227
92.	ANS: D	PTS: 1	REF: 231
93.	ANS: B	PTS: 1	REF: 233
94.	ANS: B	PTS: 1	REF: 236 237
95.	ANS: B	PTS: 1	REF: 241
96.	ANS: A	PTS: 1	REF: 241
97.	ANS: A	PTS: 1	REF: 246
98.	ANS: C	PTS: 1	REF: 248
99.	ANS: D	PTS: 1	REF: 250
100.	ANS: A	PTS: 1	REF: 250