Answers to Review Questions

Chapter 2

Multiple Choice

1.   c

2.   d

3.   a

4.   b

5.   b

6.   a

7.   c

8.   d

9.   b

10.   d

11.   c

12.   d

13.   a

14.   b

15.   d

16.   c

17.   b

18.   a

19.   c

20.   b

21.   a

22.   c

23.   a

24.   c

25.   b

26.   b

27.   c

True or False

1.   False

2.   True

3.   True

4.   True

5.   False

6.   False

7.   True

8.   False

9.   False

10.   True

11.   False

12.   False

13.   False

14.   True

15.   False

16.   True

17.   False

18.   True

Short Answer

1.   Its size, shape, and location

2.   The mouse pointer changes to a bidirectional arrow

3.   The object's properties determine its appearance and other characteristics

4.   The property name and the property value

5.   In design mode, click inside the Text property value in the Properties window, and erase and retype the existing value.

6.   Expand the Size property and modify its subproperties.

7.   Position the mouse over the control, press and hold the left mouse button, drag the mouse, and release the mouse button.

8.   In design mode, click inside the Text property value in the Properties window, and erase and retype the existing value.

9.   Double quotation marks: " and "

10.   Design time is when the program is not running, and you can modify the program's design and code. Runtime is when the program is running, and you cannot modify the program.

11.   It displays gray shadows along the bottom and right sides.

12.   The control will expand to accommodate any string placed in the control's Text property

13.   TopLeft, TopCenter, TopRight, MiddleLeft, MiddleCenter, MiddleRight, BottomLeft, BottomCenter, or BottomRight

14.   Assign the value String.Empty to its Text property.

15.   Image formats: bitmap, GIF, JPEG, metafile, or icon

16.   Normal, StretchImage, AutoSize, CenterImage, and Zoom

17.   It displays a list of suggested corrections, and you can select one with the mouse our keyboard.

Algorithm Workbench

1.   MessageBox.Show("Good Afternoon")

2.      ```
Dim name As String = "Joe"
MessageBox.Show(name)
```

3.      ```
lblDog.Text = "Fido"
```

4.      ```
lblOutput.Text = String.Empty
```

5.      ```
picMyPicture.Visible = False
```

What Do You Think?

1.   Some properties must have a value that comes from a predefined set of values. For example, a Boolean property may be set to either true or false. Still others have complex values that can be best established with a dialog box. The Font property, for example, is set with a dialog box that allows you to select font, style, and size. You may type values for properties that have no predefined set of possible values.

2.   Although it is standard for most windows to have a standard Close button in the upper right corner, it might not be evident to some users that they should use that button to terminate the application. You should always make your user interface easy to understand.

3.   This capability allows your application designs to include controls other than buttons that users can interact with. In some cases a PictureBox control might be more intuitive to use than a button. For example, a child who cannot read is not able to interpret the text on a button, but can interact with pictures.

Find the Error

1.   The error is in following statement in the `btnShow_Click` event handler:

```
picWorld_Visible = True
```

The line should read:

```
picWorld.Visible = True
```

2.   The error is in following statement in the btnShowMessage_Clickevent handler:

```
lblMessage.Text = Hello World
```

The string constant "Hello World" should be enclosed in quotation marks.
The line should read:

```
lblMessage.Text = "Hello World"
```