Microsoft Visual Basic 2017 for Windows Web and Database Applications Comprehensive 1st Edition Hoisington Test Ban Full Download: https://alibabadownload.com/product/microsoft-visual-basic-2017-for-windows-web-and-database-applications-co Class: Name: Date: Chapter 01: Introduction to Visual Basic 2015 Programming 1. A \_\_\_\_ is an input device. a. scanner b. keyboard c. digital camera d. printer ANSWER: a, b, c **POINTS:** 1 REFERENCES: 3 QUESTION TYPE: Multiple Response 2. An application might allow data to be entered with a \_\_\_\_\_. a. scanner b. mouse c. digital camera d. video camera ANSWER: a, b, c, d **POINTS:** 1 9 REFERENCES: QUESTION TYPE: Multiple Response 3. A \_\_\_\_ is an output device. a. mouse b. smartphone screen c. keyboard d. printer ANSWER: b, d **POINTS:** 1 REFERENCES: 9 QUESTION TYPE: Multiple Response 4. A database is a collection of data organized in a manner that allows \_\_\_\_\_ of that data. a. scanning b. retrieval c. access d. use ANSWER: b, c, d *POINTS:* 1 *REFERENCES:* 16 QUESTION TYPE: Multiple Response

Cengage Learning Testing, Powered by Cognero

a. Open Project

b. Cut

5. Buttons for frequently used commands such as \_\_\_\_\_ are found on the Standard toolbar.

| Name: | Class: | Date: |
|-------|--------|-------|
|-------|--------|-------|

c. Save

d. Paste

ANSWER: a, b, c, d

POINTS: 1
REFERENCES: 17

QUESTION TYPE: Multiple Response



6. As shown in the accompanying figure, \_\_\_\_ the physical equipment associated with a computer.

| Name: | Class: | Date: |
|-------|--------|-------|
|-------|--------|-------|

- a. computer hardware is
- b. computer software is
- c. computer programs are
- d. computer cables are

ANSWER: a POINTS: 1 REFERENCES: 3

QUESTION TYPE: Multiple Choice

PREFACE NAME: VB0102

- 7. Both the program and the data must be placed in the \_\_\_\_\_ of computers like the system unit shown in the accompanying figure in order for the computer to perform activities as directed by the program.
  - a. read only memory (ROM)
  - b. central processing unit (CPU)
  - c. CD-ROM
  - d. random access memory (RAM)

ANSWER: d
POINTS: 1
REFERENCES: 4

QUESTION TYPE: Multiple Choice

PREFACE NAME: VB0102

| Name: | Class: | Date: |
|-------|--------|-------|
|-------|--------|-------|



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

ANSWER: a POINTS: 1

REFERENCES: 3

| Name:                 | Class:  |
|-----------------------|---|
| Chapter 01: Introd    | luction to Visual Basic 2015 Programming                          |
| QUESTION TYPE:        | Multiple Choice   |
| PREFACE NAME:         | VB0102a   |
| 9. Which item in the  | e accompanying figure is an input device?                         |
| a. 1                  |   |
| b. 2                  |   |
| c. 3                  |   |
| d. 4                  |   |
| ANSWER:               | b   |
| POINTS:               | 1   |
| REFERENCES:           | 3   |
| QUESTION TYPE:        | Multiple Choice   |
| PREFACE NAME:         | •   |
| 10. Which item in the | he accompanying figure is a processing device?                    |
| a. 1                  |   |
| b. 2                  |   |
| c. 3                  |   |
| d. 5                  |   |
| ANSWER:               | d   |
| POINTS:               | 1   |
| REFERENCES:           | 3   |
| QUESTION TYPE:        | Multiple Choice   |
| PREFACE NAME:         | •   |
| 11. In which order of | lo most programs follow these general steps?                      |
| a. process data,      | accept input data, create output data                             |
| b. create output      | t data, accept input data, process data                           |
| c. accept input       | data, process data, create output data                            |
| d. accept input       | data, create output data, process data                            |
| ANSWER:               | c   |
| POINTS:               | 1   |
| REFERENCES:           | 4   |
| QUESTION TYPE:        | Multiple Choice   |
| PREFACE NAME:         | VB0102a   |
| 12. Data is said to b | e if it remains available after the computer power is turned off. |
| a. persistent         |   |
| b. volatile           |   |
| c. fragmented         |   |
| d. temporary          |   |
| ANSWER:               | a   |
| POINTS:               | 1   |

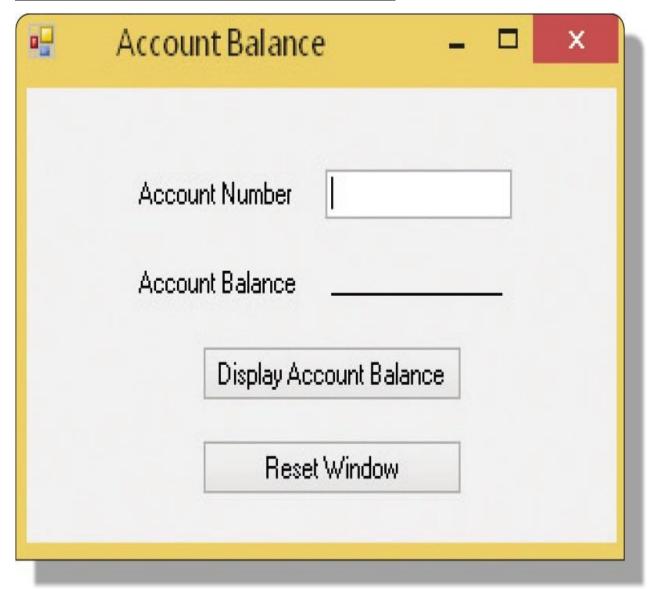
\_\_\_\_ Date:\_\_\_\_

| Name:   |                         | Class:                             | Date:                           |
|---|-------------------------|------------------------------------|---------------------------------|
| Chapter 01: Intr  | oduction to Visual Basi | ic 2015 Programming                |                                 |
| REFERENCES:   | 4                       |                                    |                                 |
| QUESTION TYPE   | E: Multiple Choice      |                                    |                                 |
| PREFACE NAME  | E: VB0102a              |                                    |                                 |
| interface (GUI). a. GUI-based b. indexed c. event-drive |                         | programs that communicate with the | e user through a graphical user |
| d. persistent   |                         |                                    |                                 |
| ANSWER:   | c                       |                                    |                                 |
| POINTS:   | 1                       |                                    |                                 |
| REFERENCES:   | 6                       |                                    |                                 |

QUESTION TYPE: Multiple Choice

PREFACE NAME: VB0102a

| Name: | Class: | Date: |
|-------|--------|-------|
|-------|--------|-------|



- 14. 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
  - b. GUI
  - c. CPU
  - d. ERD

ANSWER: b
POINTS: 1
REFERENCES: 6

QUESTION TYPE: Multiple Choice

PREFACE NAME: VB0106

15. Tapping or clicking a button like the one labeled Reset Window in the accompanying figure when a Visual Basic program is running triggers a(n) \_\_\_\_\_.

| Name:                        |                                 | Class:                               | Date:                               |
|------------------------------|---------------------------------|--------------------------------------|-------------------------------------|
| Chapter 01: Intro            | oduction to Visual Basic 201    | 5 Programming                        |                                     |
| a. index                     |                                 |                                      |                                     |
| b. radical                   |                                 |                                      |                                     |
| c. baseline                  |                                 |                                      |                                     |
| d. event                     |                                 |                                      |                                     |
| ANSWER:                      | d                               |                                      |                                     |
| POINTS:                      | 1                               |                                      |                                     |
| REFERENCES:                  | 6                               |                                      |                                     |
| QUESTION TYPE                | E: Multiple Choice              |                                      |                                     |
| PREFACE NAME                 | : VB0106                        |                                      |                                     |
| 16. Users employ             | GUI objects to                  |                                      |                                     |
| a. select option             | ons                             |                                      |                                     |
| b. enter data                |                                 |                                      |                                     |
| c. cause even                | ts to occur                     |                                      |                                     |
| d. all of the al             | oove                            |                                      |                                     |
| ANSWER:                      | d                               |                                      |                                     |
| POINTS:                      | 1                               |                                      |                                     |
| REFERENCES:                  | 6                               |                                      |                                     |
| QUESTION TYPE                | E: Multiple Choice              |                                      |                                     |
| 17. Addition and s           | subtraction are considered to b | e operations performed by a          | computer.                           |
| a. input                     |                                 |                                      |                                     |
| b. comparing                 |                                 |                                      |                                     |
| c. arithmetic                |                                 |                                      |                                     |
| d. output                    |                                 |                                      |                                     |
| ANSWER:                      | c                               |                                      |                                     |
| POINTS:                      | 1                               |                                      |                                     |
| REFERENCES:                  | 10                              |                                      |                                     |
| QUESTION TYPE                | : Multiple Choice               |                                      |                                     |
|                              | of a computer to perform        | _ operations that separates it from  | other types of calculating devices. |
| a. arithmetic                |                                 |                                      |                                     |
| b. input                     |                                 |                                      |                                     |
| c. logical                   |                                 |                                      |                                     |
| d. output                    |                                 |                                      |                                     |
| ANSWER:                      | c                               |                                      |                                     |
| POINTS:                      | 1                               |                                      |                                     |
| REFERENCES:                  | 11                              |                                      |                                     |
| QUESTION TYPE                | : Multiple Choice               |                                      |                                     |
|                              | es operations to compar         | e two values to see if they are equa | al to each other.                   |
| a. arithmetic                |                                 |                                      |                                     |
| <ul><li>b. logical</li></ul> |                                 |                                      |                                     |

| Name:   |   | Class:                        | Date:                                      |
|---|---|-------------------------------|--|
| Chapter 01: Intro                                 | oduction to Visual Basic 2015 Pr  | ogramming                     |  |
| c. grouping                                       |   |                               |  |
| d. sorting  |   |                               |  |
| ANSWER:   | b   |                               |  |
| POINTS:   | 1   |                               |  |
| REFERENCES:                                       | 12  |                               |  |
| QUESTION TYPE                                     | : Multiple Choice   |                               |  |
| 20. A program car<br>a. arithmetic<br>b. grouping | direct a computer to take alternat  | ive actions based on the res  | sults of comparisons.                      |
| c. logical  |   |                               |  |
| d. sorting  |   |                               |  |
| ANSWER:   | c   |                               |  |
| POINTS:   | 1   |                               |  |
|   | 12  |                               |  |
|   | : Multiple Choice   |                               |  |
| 21. A is a co                                     | llection of data organized in a mar   | nner that allows access, retr | rieval, and use of that data.              |
| a. file   | C   |                               |  |
| b. folder   |   |                               |  |
| c. program  |   |                               |  |
| d. database                                       |   |                               |  |
| ANSWER:   | d   |                               |  |
| POINTS:   | 1   |                               |  |
| REFERENCES:                                       | 16  |                               |  |
| QUESTION TYPE                                     | : Multiple Choice   |                               |  |
| 22. The of a a. logic                             | programming language is the set of  | of usage rules for that langu | iage.                                      |
| b. semantics                                      |   |                               |  |
| c. syntax   |   |                               |  |
| d. GUI  |   |                               |  |
| ANSWER:   | C   |                               |  |
| POINTS:   | 1   |                               |  |
| REFERENCES:                                       | 16 : Multiple Choice  |                               |  |
| QUESITON TIFE                                     | . Multiple Choice   |                               |  |
| of programs that c                                | set of services and tools that enab<br>omprise an application.<br>levelopment environment (IDE) | le a developer to code, test  | , and implement a single program or series |
| _   | ser interface (GUI)   |                               |  |
| c. developmen                                     |   |                               |  |
| -   | ntermediate Language (MSIL)   |                               |  |
| u. miciosoft i                                    | incrinculate Language (MSIL)  |                               |  |

| Name:  |                              | Class:                                | Date:                                     |
|--|------------------------------|---------------------------------------|---|
| Chapter 01: Intro                                  | oduction to Visual Basic 20  |                                       |   |
| ANSWER:  | a                            |                                       |   |
| POINTS:  | 1                            |                                       |   |
| REFERENCES:  | 17                           |                                       |   |
| QUESTION TYPE                                      | : Multiple Choice            |                                       |   |
| 24. In the Visual S                                | tudio IDE, the identifi      | es the window and the application of  | open in the window.                       |
| a. title bar                                       |                              | •                                     |   |
| b. menu bar  |                              |                                       |   |
| c. index bar                                       |                              |                                       |   |
| d. property  |                              |                                       |   |
| ANSWER:  | a                            |                                       |   |
| POINTS:  | 1                            |                                       |   |
| REFERENCES:  | 17                           |                                       |   |
| QUESTION TYPE                                      | : Multiple Choice            |                                       |   |
| 25. The contra                                     | ains a list of commands that | allow you to create, edit, save, prin | at, test, and run a Visual Basic program. |
| a. menu bar  |                              | · · · · · · · · · · · · · · · · · · · | , ,                                       |
| b. toolbar   |                              |                                       |   |
| c. Toolbox   |                              |                                       |   |
| d. Properties v                                    | window                       |                                       |   |
| ANSWER:  | a                            |                                       |   |
| POINTS:  | 1                            |                                       |   |
| REFERENCES:  | 17                           |                                       |   |
| QUESTION TYPE                                      | : Multiple Choice            |                                       |   |
| 26. The of V<br>Cut, Copy, Paste, a<br>a. menu bar |                              | outtons for commands that are frequ   | ently used, such as Open Project, Save,   |
| b. Standard to                                     | olbar                        |                                       |   |
| c. Toolbox   |                              |                                       |   |
| d. Properties v                                    | window                       |                                       |   |
| ANSWER:  | b                            |                                       |   |
| POINTS:  | 1                            |                                       |   |
| REFERENCES:  | 17                           |                                       |   |
| QUESTION TYPE                                      | : Multiple Choice            |                                       |   |
| a. menu bar  | ains the .NET components t   | hat you can use to develop the GUI    | for a program.                            |
| b. toolbar   |                              |                                       |   |
| c. Toolbox   |                              |                                       |   |
| d. Properties v                                    | window                       |                                       |   |
| ANSWER:  | c                            |                                       |   |
| POINTS:  | 1                            |                                       |   |

| POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  29. A button or a text box are examples of objects, also called, that are a visible part of the GUI. a. indices b. classes c. libraries d. controls  ANSWER: d POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  30. A is an item that is a visible part of a GUI. a. property b. control c. class d. library  ANSWER: b POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties   | Name:              | Class: D  | ate: |
|--|--------------------|---|------|
| QUESTION TYPE: Multiple Choice  28. Each control has a. indices b. properties c. IDEs d. tools  ANSWER: b POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  29. A button or a text box are examples of objects, also called, that are a visible part of the GUI. a. indices b. classes c. libraries d. controls  ANSWER: d POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  30. A is an item that is a visible part of a GUI. a. property b. control c. class d. library  ANSWER: b POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties | Chapter 01: Introd | duction to Visual Basic 2015 Programming  |      |
| 28. Each control has a. indices b. properties c. IDEs d. tools  ANSWER: b POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  29. A button or a text box are examples of objects, also called, that are a visible part of the GUI. a. indices b. classes c. libraries d. controls  ANSWER: d POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  30. A is an item that is a visible part of a GUI. a. property b. control c. class d. library  ANSWER: b POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties                                 | REFERENCES:        | 18  |      |
| a. indices b. properties c. IDEs d. tools  ANSWER: b POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  29. A button or a text box are examples of objects, also called, that are a visible part of the GUI. a. indices b. classes c. libraries d. controls  ANSWER: d POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  30. A is an item that is a visible part of a GUI. a. property b. control c. class d. library  ANSWER: b POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties  | QUESTION TYPE:     | Multiple Choice   |      |
| c. IDEs d. tools ANSWER: b POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  29. A button or a text box are examples of objects, also called, that are a visible part of the GUI. a. indices b. classes c. libraries d. controls  ANSWER: d POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  30. A is an item that is a visible part of a GUI. a. property b. control c. class d. library  ANSWER: b POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties  |                    | s   |      |
| ANSWER: b POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  29. A button or a text box are examples of objects, also called, that are a visible part of the GUI. a. indices b. classes c. libraries d. controls  ANSWER: d POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  30. A is an item that is a visible part of a GUI. a. property b. control c. class d. library  ANSWER: b POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties   |                    |   |      |
| POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  29. A button or a text box are examples of objects, also called, that are a visible part of the GUI. a. indices b. classes c. libraries d. controls  ANSWER: d POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  30. A is an item that is a visible part of a GUI. a. property b. control c. class d. library  ANSWER: b POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties   | d. tools           |   |      |
| REFERENCES: 18 QUESTION TYPE: Multiple Choice  29. A button or a text box are examples of objects, also called, that are a visible part of the GUI. a. indices b. classes c. libraries d. controls  ANSWER: d POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  30. A is an item that is a visible part of a GUI. a. property b. control c. class d. library  ANSWER: b POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties   | ANSWER:            | b   |      |
| QUESTION TYPE: Multiple Choice  29. A button or a text box are examples of objects, also called, that are a visible part of the GUI. a. indices b. classes c. libraries d. controls  ANSWER: d POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  30. A is an item that is a visible part of a GUI. a. property b. control c. class d. library  ANSWER: b POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties  | POINTS:            | 1   |      |
| 29. A button or a text box are examples of objects, also called, that are a visible part of the GUI. a. indices b. classes c. libraries d. controls  ANSWER: d POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  30. A is an item that is a visible part of a GUI. a. property b. control c. class d. library  ANSWER: b POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties  | REFERENCES:        | 18  |      |
| a. indices b. classes c. libraries d. controls  ANSWER: d  POINTS: 1  REFERENCES: 18  QUESTION TYPE: Multiple Choice  30. A is an item that is a visible part of a GUI. a. property b. control c. class d. library  ANSWER: b  POINTS: 1  REFERENCES: 18  QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties   | QUESTION TYPE:     | Multiple Choice   |      |
| c. libraries d. controls  ANSWER: d POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  30. A is an item that is a visible part of a GUI. a. property b. control c. class d. library  ANSWER: b POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties   |                    | xt box are examples of objects, also called, that are a visible part of the GUI | [.   |
| d. controls  ANSWER: d  POINTS: 1  REFERENCES: 18  QUESTION TYPE: Multiple Choice  30. A is an item that is a visible part of a GUI. a. property b. control c. class d. library  ANSWER: b  POINTS: 1  REFERENCES: 18  QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties  | b. classes         |   |      |
| ANSWER: d POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  30. A is an item that is a visible part of a GUI. a. property b. control c. class d. library  ANSWER: b POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties   | c. libraries       |   |      |
| POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  30. A is an item that is a visible part of a GUI. a. property b. control c. class d. library  ANSWER: b POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties   | d. controls        |   |      |
| POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  30. A is an item that is a visible part of a GUI. a. property b. control c. class d. library  ANSWER: b POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties   | ANSWER:            | d   |      |
| REFERENCES: 18  QUESTION TYPE: Multiple Choice  30. A is an item that is a visible part of a GUI. a. property b. control c. class d. library  ANSWER: b  POINTS: 1  REFERENCES: 18  QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties   |                    | 1   |      |
| QUESTION TYPE: Multiple Choice  30. A is an item that is a visible part of a GUI. a. property b. control c. class d. library  ANSWER: b  POINTS: 1  REFERENCES: 18  QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties   |                    |   |      |
| a. property b. control c. class d. library  ANSWER: b POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties  |                    |   |      |
| a. property b. control c. class d. library  ANSWER: b POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties  | 30. A is an ite    | m that is a visible part of a GUI.  |      |
| b. control c. class d. library  ANSWER: b POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties  |                    | u.u u. : <b>F</b> u   |      |
| c. class d. library  ANSWER: b  POINTS: 1  REFERENCES: 18  QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties  |                    |   |      |
| d. library  ANSWER: b  POINTS: 1  REFERENCES: 18  QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties   |                    |   |      |
| ANSWER: b POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties  |                    |   |      |
| POINTS: 1 REFERENCES: 18 QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties  | •                  | h   |      |
| REFERENCES: 18 QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties  |                    |   |      |
| QUESTION TYPE: Multiple Choice  31 are the characteristics of objects in Visual Basic. a. Methods b. Function c. Identifiers d. Properties   |                    |   |      |
| <ul><li>a. Methods</li><li>b. Function</li><li>c. Identifiers</li><li>d. Properties</li></ul>  |                    |   |      |
| <ul><li>a. Methods</li><li>b. Function</li><li>c. Identifiers</li><li>d. Properties</li></ul>  | 31. are the cha    | aracteristics of objects in Visual Basic.                                       |      |
| c. Identifiers d. Properties   |                    |   |      |
| d. Properties  | b. Function        |   |      |
| d. Properties  |                    |   |      |
|  |                    |   |      |
|  | ANSWER:            | d   |      |
| POINTS: 1  |                    |   |      |
| REFERENCES: 18   |                    |   |      |
| QUESTION TYPE: Multiple Choice   |                    |   |      |

| Name:                                   | Class:  | Date:                       |
|---|---|-----------------------------|
| Chapter 01: Intro                       | duction to Visual Basic 2015 Programming                                |                             |
| Studio IDE.                             | tics of GUI controls such as buttons and text boxes can be set usi      | ng the window in the Visual |
| a. Characteristi                        | ics   |                             |
| b. Attributes                           |   |                             |
| c. Properties                           |   |                             |
| d. Values                               |   |                             |
| ANSWER:                                 | c   |                             |
| POINTS:                                 | 1   |                             |
| REFERENCES:                             | 18  |                             |
| QUESTION TYPE:                          | Multiple Choice   |                             |
| 33. All of the follow<br>a. Express for | wing are Visual Studio Express 2015 products EXCEPT                     |                             |
| •                                       |   |                             |
| b. Express for i                        |   |                             |
| -                                       | Windows Desktop   |                             |
|   | lation Server Express   |                             |
| ANSWER:                                 | b   |                             |
| POINTS:                                 | 1   |                             |
| REFERENCES:                             |   |                             |
| QUESTION TYPE:                          | Multiple Choice   |                             |
| 34 is a langua                          | age that can be used in Visual Studio.                                  |                             |
| a. Fortran                              |   |                             |
| b. Visual F#                            |   |                             |
| c. Lisp                                 |   |                             |
| d. COBOL                                |   |                             |
| ANSWER:                                 | b   |                             |
| POINTS:                                 | 1   |                             |
| REFERENCES:                             | 19  |                             |
| QUESTION TYPE:                          |   |                             |
| 35. One of the most                     | t widely used programming languages in the world is                     |                             |
| a. Pascal                               |   |                             |
| b. BASIC                                |   |                             |
| c. Fortran                              |   |                             |
| d. Visual Basic                         |   |                             |
| ANSWER:                                 | d   |                             |
| POINTS:                                 | 1   |                             |
| REFERENCES:                             | 19  |                             |
| QUESTION TYPE:                          | Multiple Choice   |                             |
| 36. The provio                          | des tools and processes developers can use to produce and run pr<br>Set | ograms.                     |

| Name:   | Class:  | Date: |
|---|---|-------|
| Chapter 01: Introd  | uction to Visual Basic 2015 Programming                                   |       |
| bNET Framey   | vork  |       |
| c. Java Toolkit   |   |       |
| d. both A and B   |   |       |
| ANSWER:   | b   |       |
| POINTS:   | 1   |       |
| REFERENCES:   | 20  |       |
| QUESTION TYPE:  | Multiple Choice   |       |
| 37. All of the follow<br>a. RAM<br>b. ADO.NET   | ring are major features of the .NET Framework 4.6 EXCEPT                  |       |
|   | Longuaga Puntima  |       |
| d. ASP.NET 4.6  | Language Runtime  |       |
|   |   |       |
|   | a   |       |
| 011,120   | 1   |       |
|   | 20  |       |
| QUESTION TYPE:  | Multiple Choice   |       |
| 38. A class is a a. glossary b. library c. index d. roster                                  | a collection of classes that can be made available for developers to use. |       |
| ANSWER:   | b   |       |
|   | 1   |       |
| REFERENCES:   | 21  |       |
| QUESTION TYPE:  | Multiple Choice   |       |
| 39. The process of _ a. initialization b. instantiation c. objectificatio d. classification |   |       |
| ANSWER:   | b   |       |
|   | 1   |       |
|   | 21  |       |
| QUESTION TYPE:  |   |       |
| 40. A set of prewritt<br>a. ADO.NET<br>b. ASP.NET<br>c. RAD<br>d. CLR                       | en classes called allows you to access data stored in a database, for exa | mple. |

| Name:  |   | Class:                       | Date:   |
|--|---|------------------------------|---|
| Chapter 01: Introd   | luction to Visual Basic 2015 Pro                                      | ogramming                    |   |
| ANSWER:  | a   |                              |   |
| POINTS:  | 1   |                              |   |
| REFERENCES:  | 22  |                              |   |
| QUESTION TYPE:   | Multiple Choice   |                              |   |
| 41. The process of u<br>a. RAD<br>b. CAD<br>c. ARD<br>d. CLR | sing prebuilt classes to make app                                     | olication development faste  | er, easier, and more reliable is called       |
| ANSWER:  | a   |                              |   |
| POINTS:  | 1   |                              |   |
| REFERENCES:  | 22  |                              |   |
| QUESTION TYPE:   |   |                              |   |
|  | is the connection of remote serv<br>illy on a personal computer or de |                              | to store and process data, instead of storing |
| ANSWER:  | d   |                              |   |
| POINTS:  | 1   |                              |   |
| REFERENCES:  | 23  |                              |   |
| QUESTION TYPE:   |   |                              |   |
|  | gramming statements into instructorocess called program               | tions that can be understoo  | od by the electronics of the computer is      |
| ANSWER:  | b   |                              |   |
| POINTS:  | 1   |                              |   |
| REFERENCES:  | 23  |                              |   |
| QUESTION TYPE:   | Multiple Choice   |                              |   |
| 44. The reads a. CAD b. RAD c. CLR d. ARD                    | the MSIL code and causes the ins                                      | structions within the progra | am to be executed.                            |

| Name:                      |                            | Class:                                    | Date:                                     |
|----------------------------|----------------------------|---|---|
| Chapter 01: Intro          | duction to Visual Basic 2  | 2015 Programming                          |   |
| POINTS:                    | 1                          |   |   |
| REFERENCES:                | 24                         |   |   |
| QUESTION TYPE:             | Multiple Choice            |   |   |
| 45. A Web applicate a. XML | tion runs on a web server  | and produces code that is downlo          | aded to a client computer.                |
| b. SQL                     |                            |   |   |
| c. HTML5                   |                            |   |   |
| d. HTTP                    |                            |   |   |
| ANSWER:                    | c                          |   |   |
| POINTS:                    | 1                          |   |   |
| REFERENCES:                | 26                         |   |   |
| QUESTION TYPE:             | Multiple Choice            |   |   |
| 46. A computer pro         | ogram on a mobile device   | or Windows 8 or Windows 10 compute        | er is also called an app.                 |
| a. True                    |                            |   |   |
| b. False                   |                            |   |   |
| ANSWER:                    | True                       |   |   |
| POINTS:                    | 1                          |   |   |
| REFERENCES:                | 2                          |   |   |
| QUESTION TYPE:             | True / False               |   |   |
| -                          | ware will perform its task | s automatically, regardless of whether a  | a software program is running or not.     |
| a. True                    |                            |   |   |
| b. False                   |                            |   |   |
| ANSWER:                    | False                      |   |   |
| POINTS:                    | 1                          |   |   |
| REFERENCES:                | 3                          |   |   |
| QUESTION TYPE:             | True / False               |   |   |
| the data, in that ord      |                            | ollowing general steps: first accept inpu | t, then write output, and finally process |
| a. True                    |                            |   |   |
| b. False                   |                            |   |   |
| ANSWER:                    | False                      |   |   |
| POINTS:                    | 1                          |   |   |
| REFERENCES:                | 4                          |   |   |
| QUESTION TYPE:             | True / False               |   |   |
| a. True                    | ng, data refers to placing | the data or software electronically on a  | storage medium.                           |
| b. False                   |                            |   |   |
| ANSWER:                    | True                       |   |   |
| POINTS:                    | 1                          |   |   |

| Name:  |   | Class:                                  | Date:                                  |
|--|---|---|--|
| Chapter 01: Intro                              | duction to Visual Basic                           | 2015 Programming                        |  |
| REFERENCES:                                    | 4   |   |  |
| QUESTION TYPE:                                 | True / False                                      |   |  |
| 50. In order for the random access men a. True |   | rogram, both the program and the data   | must be placed in the computer's       |
| b. False                                       |   |   |  |
| ANSWER:  | True  |   |  |
| POINTS:  | 1   |   |  |
| REFERENCES:                                    | 4   |   |  |
| QUESTION TYPE:                                 | •   |   |  |
| a. True  | rams can be written in sta                        | andard English.                         |  |
| b. False                                       |   |   |  |
| ANSWER:  | False   |   |  |
| POINTS:  | 1   |   |  |
| REFERENCES:                                    | 5   |   |  |
| QUESTION TYPE:                                 | True / False                                      |   |  |
| instructions that can<br>a. True               | g language is a set of worn be executed by a comp |   | by special computer software to create |
| b. False                                       |   |   |  |
| ANSWER:  | True  |   |  |
| POINTS:  | 1   |   |  |
| REFERENCES:                                    | 5   |   |  |
| QUESTION TYPE:                                 | True / False                                      |   |  |
| 53. A graphical use<br>a. True<br>b. False     | r interface (GUI) is a spe                        | ecial device for communicating with a u | iser.                                  |
| ANSWER:  | False   |   |  |
| POINTS:  | 1   |   |  |
| REFERENCES:                                    | 6   |   |  |
| QUESTION TYPE:                                 | True / False                                      |   |  |
| a. True  | king a button on a progra                         | am screen causes an event to occur.     |  |
| b. False                                       |   |   |  |
| ANSWER:  | True  |   |  |
| POINTS:  | 1   |   |  |
| REFERENCES:                                    | 6   |   |  |

QUESTION TYPE: True / False

| Name:  |                                | Class:                            | Date:                                      |
|--|--------------------------------|-----------------------------------|--|
| ·  |                                |                                   |  |
| Chapter 01: Intro  | duction to Visual Basic 201    | 15 Frogramming                    |  |
| 55. A computer pro   | ogram can perform addition,    | subtraction, multiplication, and  | division operations on numeric data.       |
| b. False   |                                |                                   |  |
| ANSWER:  | True                           |                                   |  |
| POINTS:  | 1                              |                                   |  |
| REFERENCES:  | 10                             |                                   |  |
| QUESTION TYPE.   | True / False                   |                                   |  |
| a. True  | compare numbers, letters of    | the alphabet, and special charac  | ters.                                      |
| b. False   |                                |                                   |  |
| ANSWER:  | True                           |                                   |  |
| POINTS:  | 1                              |                                   |  |
| REFERENCES:  |                                |                                   |  |
| QUESTION TYPE.   | True / False                   |                                   |  |
| value is less than that a. True                                    |                                | e if two values are equal, if one | value is greater than the other, or if one |
| b. False   | _                              |                                   |  |
| ANSWER:  | True                           |                                   |  |
| POINTS:  | 1                              |                                   |  |
| REFERENCES:  | 12                             |                                   |  |
| QUESTION TYPE.   | True / False                   |                                   |  |
| 58. If you write a c<br>you must save the p<br>a. True<br>b. False | 1 1 0                          | to execute the same program ma    | any times without rewriting it each time,  |
| ANSWER:  | True                           |                                   |  |
| POINTS:  | 1                              |                                   |  |
|  | _                              |                                   |  |
| REFERENCES:  | 15<br>To (F.1)                 |                                   |  |
| QUESTION TYPE.   | True / False                   |                                   |  |
| a. True  | write data, but it cannot save | e data on disk.                   |  |
| b. False   |                                |                                   |  |
| ANSWER:  | False                          |                                   |  |
| POINTS:  | 1                              |                                   |  |

QUESTION TYPE: True / False

15

60. Visual Basic 2015 is a programming language.

REFERENCES:

| Name:                           |                                | Class:                              | Date:                                    |
|---------------------------------|--------------------------------|-------------------------------------|--|
| Chapter 01: Introd              | luction to Visual Basic 2015   | Programming                         |  |
| a. True                         |                                |                                     |  |
| b. False                        |                                |                                     |  |
| ANSWER:                         | True                           |                                     |  |
| POINTS:                         | 1                              |                                     |  |
| REFERENCES:                     | 16                             |                                     |  |
| QUESTION TYPE:                  | True / False                   |                                     |  |
| 61. Buttons for the             | NET components used to dev     | velop the GUI are found on the St   | andard toolbar.                          |
| a. True                         | -                              | -                                   |  |
| b. False                        |                                |                                     |  |
| ANSWER:                         | False                          |                                     |  |
| POINTS:                         | 1                              |                                     |  |
| REFERENCES:                     | 18                             |                                     |  |
| QUESTION TYPE:                  | True / False                   |                                     |  |
| 62. The Solution Ex             | splorer contains the item you  | are currently developing.           |  |
| b. False                        |                                |                                     |  |
| ANSWER:                         | False                          |                                     |  |
| POINTS:                         | 1                              |                                     |  |
| REFERENCES:                     | 18                             |                                     |  |
| QUESTION TYPE:                  | True / False                   |                                     |  |
| 63. An object acts a<br>a. True | s a general template and a cla | ass is a specific item generated ba | sed on the object template.              |
| b. False                        |                                |                                     |  |
| ANSWER:                         | False                          |                                     |  |
| POINTS:                         | 1                              |                                     |  |
| REFERENCES:                     | 21                             |                                     |  |
| QUESTION TYPE:                  | True / False                   |                                     |  |
|                                 | ework 4.6 contains thousands   | of classes and many class librari   | es that can be used by Visual Basic      |
| developers.                     |                                |                                     |  |
| a. True                         |                                |                                     |  |
| b. False                        |                                |                                     |  |
| ANSWER:                         | True                           |                                     |  |
| POINTS:                         | 1                              |                                     |  |
| REFERENCES:                     | 21                             |                                     |  |
| QUESTION TYPE:                  | True / False                   |                                     |  |
| 65. ADO.NET 4.6 a<br>database.  | illows a program to examine    | data from a database, but does no   | t permit the program to update data in a |
| a. True                         |                                |                                     |  |

b. False

| Name:  | Class:  |                                    | Date:               |
|--|---|------------------------------------|---------------------|
| Chapter 01: Introd   | duction to Visual Basic 2015 Programming  |                                    |                     |
| ANSWER:  | False   |                                    |                     |
| POINTS:  | 1   |                                    |                     |
| REFERENCES:  | 22  |                                    |                     |
| QUESTION TYPE:   | True / False  |                                    |                     |
| 66. ADO.NET is no a. True  | ot part of the .NET Framework 4.6.  |                                    |                     |
| b. False   |   |                                    |                     |
| ANSWER:  | False   |                                    |                     |
| POINTS:  | 1   |                                    |                     |
| REFERENCES:  | 23  |                                    |                     |
| QUESTION TYPE:   | True / False  |                                    |                     |
| 67. Almost all of the available in ASP.NI a. True b. False       | ne objects available in the .NET framework, suc<br>ET 5.  | h as buttons, text boxes, and pict | ture boxes, are     |
| ANSWER:  | True  |                                    |                     |
| POINTS:  | 1   |                                    |                     |
| REFERENCES:  | 23  |                                    |                     |
| QUESTION TYPE:   |   |                                    |                     |
| 68. The use of MSII<br>execution environm<br>a. True<br>b. False | L and CLR offer multiple benefits that provide nents of a program.                                  | speed and flexibility for both the | e development and   |
| ANSWER:  | True  |                                    |                     |
| POINTS:  | 1   |                                    |                     |
| REFERENCES:  | 25  |                                    |                     |
| QUESTION TYPE:   |   |                                    |                     |
|  | iling process is complete and a program is ready<br>e computer's CPU to execute the instructions in |                                    | the CLR in RAM in a |
| ANSWER:  | False   |                                    |                     |
| POINTS:  | 1   |                                    |                     |
| REFERENCES:  | 25  |                                    |                     |
| QUESTION TYPE:   |   |                                    |                     |
| 70. Utmost among t   | the benefits offered by MSIL and CLR is that a  | program written using Visual S     | tudio 2015 and      |

compiled into MSIL can be executed on any computer using any operating system, as long as .NET Framework 4.6 is

available on the computer.

a. True

| Name:                    | Class:   | Date:                                  |
|--------------------------|--|--|
| Chapter 01: Introd       | luction to Visual Basic 2015 Programming                           |  |
| b. False                 |  |  |
| ANSWER:                  | True   |  |
| POINTS:                  | 1  |  |
| REFERENCES:              | 25   |  |
| QUESTION TYPE:           | True / False   |  |
| 71. The set of instru    | actions that directs a computer to perform tasks is called comput  | er <u>hardware</u> .                   |
| ANSWER:                  | False - software   |  |
| POINTS:                  | 1  |  |
| REFERENCES:              | 2  |  |
| QUESTION TYPE:           | Modified True / False  |  |
| 72. It is the ability of | of a computer to perform arithmetic operations that separates it f | rom other types of calculating devices |
| ANSWER:                  | False - logical  |  |
| POINTS:                  | 1  |  |
| REFERENCES:              | 11   |  |
| QUESTION TYPE:           | Modified True / False  |  |
| 73. The programmin       | ng rules of a language are called its <u>semantics</u> .           |  |
| ANSWER:                  | False - syntax   |  |
| POINTS:                  | 1  |  |
| REFERENCES:              | 16   |  |
| QUESTION TYPE:           | Modified True / False  |  |
|                          | ge that is derived from the programming language C                 |  |
| ANSWER:                  | True   |  |
| POINTS:                  | 1  |  |
| REFERENCES:              | 19   |  |
| QUESTION TYPE:           | Modified True / False  |  |
| 75. The process of o     | creating an object from a class template is called generation.     |  |
| ANSWER:                  | False - instantiation  |  |
| POINTS:                  | 1  |  |
| REFERENCES:              | 21   |  |
| QUESTION TYPE:           | Modified True / False  |  |
| 76                       | are people skilled in designing computer programs and              | d creating them using programming      |
| languages.               | D 1  |  |
| ANSWER:                  | Developers   |  |
| POINTS:                  | 1  |  |
| REFERENCES:              | 5  |  |

QUESTION TYPE: Completion

| Name:  |                                  | Clas   | ss:                  | Da <sup>a</sup>      | te:                 |
|--|----------------------------------|--|----------------------|----------------------|---------------------|
| Chapter 01: Intro  | duction to Vis                   | ual Basic 2015 Programming   | 2                    |                      |                     |
| 77. Developers spea                                      | ak of developii                  | ng a(n)  | , which can mean     | several computer p   | orograms working    |
| together to solve a j                                    |                                  |  |                      |                      |                     |
| ANSWER:  |                                  |  |                      |                      |                     |
| POINTS:  | 1                                |  |                      |                      |                     |
| REFERENCES:  | 5                                |  |                      |                      |                     |
| QUESTION TYPE:   | Completion                       |  |                      |                      |                     |
| _  |                                  | nd subtraction, are called   |                      | operations.          |                     |
| ANSWER:  | arithmetic                       |  |                      |                      |                     |
| POINTS:  | 1                                |  |                      |                      |                     |
| REFERENCES:  | 10                               |  |                      |                      |                     |
| QUESTION TYPE:   | Completion                       |  |                      |                      |                     |
| 79. The usage rules <i>ANSWER:</i>                       | of a programm                    | ning language are called the _   |                      | of the language      | e.                  |
| POINTS:  | 1                                |  |                      |                      |                     |
| REFERENCES:  | 16                               |  |                      |                      |                     |
| QUESTION TYPE:   | Completion                       |  |                      |                      |                     |
| 80. Visual Studio 2 developer to code, t <i>ANSWER</i> : | test, and imple<br>integrated de | uple of a set of services and too<br>ment programs.<br>velopment environment<br>elopment environment (IDE) | ols called a(n)      |                      | _ which allows a    |
| POINTS:  | 1                                |  |                      |                      |                     |
| REFERENCES:  | 17                               |  |                      |                      |                     |
| QUESTION TYPE:   | Completion                       |  |                      |                      |                     |
|  |                                  | in Visual Studio 2015 contains   | s the .NET compone   | ents that can be use | d in developing the |
| GUI of a program.  |                                  |  |                      |                      |                     |
| ANSWER:  | Toolbox                          |  |                      |                      |                     |
| POINTS:  | 1                                |  |                      |                      |                     |
| REFERENCES:  | 18                               |  |                      |                      |                     |
| QUESTION TYPE:   | Completion                       |  |                      |                      |                     |
|  |                                  | programming language is a sy   | nthesis of Visual Ba | asic and C++.        |                     |
| ANSWER:  | Visual C#                        |  |                      |                      |                     |
| POINTS:  | 1                                |  |                      |                      |                     |
| REFERENCES:  | 19                               |  |                      |                      |                     |
| QUESTION TYPE:   | Completion                       |  |                      |                      |                     |
| 83. When an object <i>ANSWER</i> :                       | has been creat                   | ted from a class, we say that a  | (n)                  | _ of the class has l | been created.       |
| POINTS:  | 1                                |  |                      |                      |                     |

| Name:                 |   | Class:                            | Date:                               |
|-----------------------|---|-----------------------------------|-------------------------------------|
|                       | luction to Visual Basic 201                     |                                   |                                     |
| REFERENCES:           | 21  |                                   |                                     |
| QUESTION TYPE:        | Completion                                      |                                   |                                     |
| 84 A(n)               | is a named gr                                   | oun of program code               |                                     |
| ANSWER:               |   | oup of programs code.             |                                     |
| POINTS:               |   |                                   |                                     |
| REFERENCES:           | 21  |                                   |                                     |
| QUESTION TYPE:        | Completion                                      |                                   |                                     |
| 85. An object is inst | antiated from a(n)                              | ·                                 |                                     |
| ANSWER:               | class   |                                   |                                     |
| POINTS:               | 1   |                                   |                                     |
| REFERENCES:           | 21  |                                   |                                     |
| QUESTION TYPE:        | Completion                                      |                                   |                                     |
|                       | general template from whic                      | h a(n) ca                         | n be created.                       |
| POINTS:               | 1   |                                   |                                     |
| REFERENCES:           | 21  |                                   |                                     |
| QUESTION TYPE:        | Completion                                      |                                   |                                     |
| 87. The .NET Fram     | ework 4.6                                       | contains thousands of class       | ses.                                |
| ANSWER:               |   |                                   |                                     |
| POINTS:               | 1   |                                   |                                     |
| REFERENCES:           | 21  |                                   |                                     |
| QUESTION TYPE:        | Completion                                      |                                   |                                     |
| 88                    | is the set of prewrit                           | tten classes in the .NET Framewor | k 4.6 used in Visual Studio to work |
| with databases.       |   |                                   |                                     |
| ANSWER:               | ADO.NET<br>ADO.NET 4.6                          |                                   |                                     |
| POINTS:               | 1   |                                   |                                     |
| REFERENCES:           | 22  |                                   |                                     |
| QUESTION TYPE:        | Completion                                      |                                   |                                     |
| 89. ASP.NET is des    | igned for                                       | technologies and server-sid       | e applications.                     |
| ANSWER:               | cloud   | -                                 |                                     |
| POINTS:               | 1   |                                   |                                     |
| REFERENCES:           | 23  |                                   |                                     |
| QUESTION TYPE:        | Completion                                      |                                   |                                     |
|                       | n written in a Visual Studio 2<br>ge called the | 2015 programming language is con  | npiled, the code is expressed in an |
| ANSWER:               | Microsoft Intermediate Lan                      |                                   |                                     |

| Name:                               |   | Date:                            |
|-------------------------------------|---|----------------------------------|
| Chapter 01: Intro                   | duction to Visual Basic 2015 Programming  |                                  |
|                                     | Microsoft Intermediate Language (MSIL)  |                                  |
|                                     | MSIL MSIL (Microsoft Intermediate Language)   |                                  |
| POINTS:                             | 1   |                                  |
| REFERENCES:                         | 23-24   |                                  |
| QUESTION TYPE:                      |   |                                  |
| Q1 The                              | reads the MSIL code and causes the program instructions                                 | to be executed                   |
| ANSWER:                             | reads the WishE code and causes the program instructions                                | to be executed.                  |
|                                     | Common Language Runtime (CLR) Common Language Runtime CLR (Common Language Runtime) CLR |                                  |
| POINTS:                             | 1   |                                  |
| REFERENCES:                         | 24  |                                  |
| QUESTION TYPE:                      | Completion  |                                  |
| 92. A(n)<br>Windows GUI.            | application means the program will run on a computer or                                 | r other device that supports the |
| ANSWER:                             |   |                                  |
| POINTS:                             | 1   |                                  |
| REFERENCES:                         | 25  |                                  |
| QUESTION TYPE:                      | Completion  |                                  |
| 93. You can create                  | apps that are designed to run on Windows 8 or   | r Windows 10 computers and       |
| mobile devices such                 | h as smartphones and tablets.   |                                  |
| ANSWER:                             | Windows Store   |                                  |
| POINTS:                             | 1   |                                  |
| REFERENCES:                         | 25  |                                  |
| QUESTION TYPE:                      | Completion  |                                  |
|                                     | is a Microsoft product that provides cloud-based services to st                         | fore, access, and organize       |
| information through <i>ANSWER</i> : | hout an organization. SharePoint  |                                  |
| POINTS:                             | 1   |                                  |
| REFERENCES:                         | 26  |                                  |
| QUESTION TYPE:                      |   |                                  |
| 95. A(n)                            | application includes writing Visual Basic 2015 code to a                                | utomate and manipulate           |
| documents created                   | using Microsoft Office 2010 or Office 2013 and SharePoint.                              |                                  |
| ANSWER:                             | Office/SharePoint   |                                  |
| POINTS:                             | 1   |                                  |
| REFERENCES:                         | 26  |                                  |
| QUESTION TYPE:                      | Completion  |                                  |

| Name:  |   | Class:                            | Date:                              |
|--|---|-----------------------------------|------------------------------------|
| Chapter 01: Intr   | oduction to Visual Basic 2015 P                   | rogramming                        |                                    |
| a. hardware b. event-driven c. class library d. logical e. RAM f. ADO.NET g. syntax h. persistent iNET Framewo j. F# REFERENCES: | 4<br>3<br>4<br>6<br>11-12<br>16<br>20<br>21<br>20 |                                   |                                    |
| QUESTION TYPE  | 22<br>: Matching                                  |                                   |                                    |
|  | ast be placed in order to be proces               | ssed                              |                                    |
| 97. The physical each ANSWER: a POINTS: 1  | quipment associated with a comp                   | outer                             |                                    |
| 98. Kind of data the ANSWER: h POINTS: 1   | at remains available even after th                | ne computer is powered off        |                                    |
| 99. The kind of coanswer: b  | mputer program that communicat                    | tes interactively with the user t | through a graphical user interface |
| 100. The kind of of ANSWER: d POINTS: 1  | perations used to compare two va                  | alues                             |                                    |
| 101. The usage ru <i>ANSWER</i> : g <i>POINTS</i> : 1  | es of a programming language                      |                                   |                                    |

| Name: Class: Date: |
|--------------------|
|--------------------|

102. A multipurpose language similar to Visual Basic and C#

ANSWER: j
POINTS: 1

103. Available for all developers who need to use it

ANSWER: c
POINTS: 1

104. Provides tools and processes developers can use to process and run programs

ANSWER: i
POINTS: 1

105. Provides the tools for a program to examine data that was retrieved from a database

ANSWER: f
POINTS: 1

106. Define data, explain its three forms, and the general steps a computer performs related to data.

ANSWER:

Data includes words, numbers, videos, graphics, and sound that programs manipulate, display, and otherwise process. The basic function of many programs is to accept some form of data (sometimes called input data), manipulate the data in some manner (sometimes called processing), and create some form of data usable by people or other computers (sometimes called output data, or information). In short, many computer programs perform the following general steps: accept input data, process the data, and create output data. The data that acts as input to a program, the processing that occurs, and the output that is created varies with the requirements of the program.

POINTS: 1
REFERENCES: 3-4
OUESTION TYPE: Essay

TOPICS: Critical Thinking

107. Define syntax and explain its significance.

ANSWER: Each program statement

Each program statement causes the computer to perform one or more operations. When written, these instructions must conform to the rules of the Visual Basic 2015 language. Coding a program is a precise skill. The developer must follow the syntax, or programming rules, of the programming language precisely. Even a single coding error can cause a program to execute improperly. Therefore,

the developer must pay strict attention to coding an error-free program.

POINTS: 1
REFERENCES: 16
QUESTION TYPE: Essay

TOPICS: Critical Thinking

108. Discuss at least four of the elements found in the Visual Studio 2015 window.

ANSWER: The title bar identifies the window and the application open in the window.

The menu bar displays the Visual Studio 2015 menu names. The menus contain lists of commands that allow you to create, edit, save, print, test, and run a Visual Basic program, and to perform other functions that are critical to the development of Visual Basic programs.

| Name: | Class: | Date: |
|-------|--------|-------|
|-------|--------|-------|

The Standard toolbar contains buttons that execute frequently used commands such as Open Project, Save, Cut, Copy, Paste, and Undo.

The Toolbox contains .NET components that you can use to develop the GUI for the program.

The main work area is used to contain the item on which you are working.

The Solution Explorer window displays the elements of the Visual Basic solution, which is the name given to the Visual Basic program and other items that are generated by Visual Studio so the program will execute properly.

An item that is a visible part of a GUI, is called an object, or control. Each object in a Visual Basic program has a set of characteristics called the properties of the object. These properties can be set in the Properties window within Visual Studio.

POINTS: 1
REFERENCES: 17-18
QUESTION TYPE: Essay

TOPICS: Critical Thinking

#### **Case 1-1**

As you prepare to bring one of the interns in your software development company up to speed on the project on which you are working, you decide to create some illustrations of your programming to make certain key concepts clear to the intern.

- 109. Which of the following is an example of an event that a user might perform in the application you are creating?
  - a. powering on the computer
  - b. saving data to RAM
  - c. clicking a button
  - d. all of the above

ANSWER: c
POINTS: 1
REFERENCES: 6

**OUESTION TYPE:** Multiple Choice

PREFACE NAME: Case 1-1

TOPICS: Critical Thinking

- 110. All of the following are examples of actions within event-driven programs EXCEPT \_\_\_\_\_.
  - a. An account balance is shown when a button is clicked.
  - b. A message appears on the screen in response to text entered by the user.
  - c. The computer reboots spontaneously as the result of a head crash.
  - d. A text box is reset when a Reset button is clicked.

ANSWER: c
POINTS: 1
REFERENCES: 9

*QUESTION TYPE*: Multiple Choice

PREFACE NAME: Case 1-1

Microsoft Visual Basic 2017 for Windows Web and Database Applications Comprehensive 1st Edition Hoisington Test Ban

| Full Download: https://alibabadownload.com | n/product/microsoft-visual-basic-2017-for- | windows-web-and-database-applications- | -co |
|--|--|--|-----|
| Name:                                      | Class:                                     | Date:                                  |     |

## **Chapter 01: Introduction to Visual Basic 2015 Programming**

TOPICS: Critical Thinking

#### **Case 1-2**

Visual Studio is new to you and you are trying to determine which of its languages is the best match for a couple of the projects on which you and your team are about to embark.

- 111. You are looking for a program that will be the most user-friendly for two of the junior members of your team, both of whom are new to programming. Which of the following is the best match?
  - a. Visual Basic
  - b. C++
  - c. Visual C#
  - d. All of the above

ANSWER: a POINTS: 1 REFERENCES: 19

QUESTION TYPE: Multiple Choice

PREFACE NAME: Case 1-2

TOPICS: Critical Thinking

- 112. Steve and Shana on your team are looking for a language that will allow them to create an application that requires a high degree of control; they are not intimidated by complexity, as they have been programming for several years. Which of the following is the best match for them?
  - a. Visual Basic
  - b. Visual C#
  - c. C++
  - d. Visual F#

ANSWER: c
POINTS: 1
REFERENCES: 19

QUESTION TYPE: Multiple Choice

PREFACE NAME: Case 1-2

TOPICS: Critical Thinking