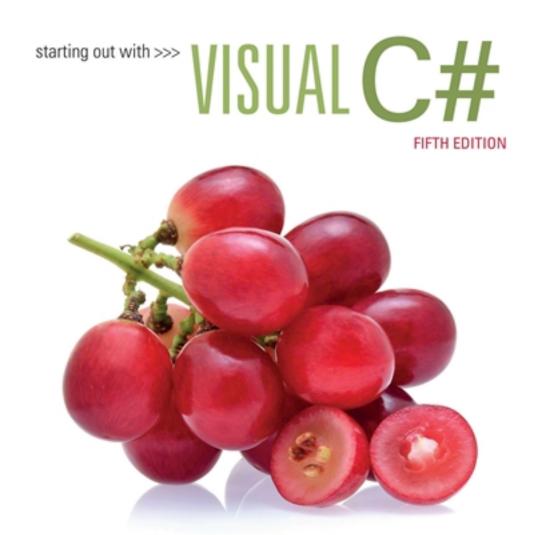
Solutions for Starting out with Visual C# 5th Edition by Gaddis

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Solutions

Chapter 1: Answers to the Review Questions

Multiple Choice

- 1. b
- 2. a
- 3. d
- 4. b
- 5. c
- 6. a
- 0.
- 7. c
- 8. b
- 9. a
- 10. a
- 11. d
- 12. b13. c
- 14. b
- 15. c 16. a
- 10.
- 17. b
- 18. d 19. b
- 20. b
- 21 c
- 22. a
- 23. d
- 24. a
- 25. b
- 26. b
- 27. c
- 28. d
- 29. b
- 30. a
- 31. b
- 32. d
- 33. a
- 34. b
- 35. a
- 36. c

True or False

- 1. False
- 2. True
- 3. True
- 4. False
- 5. True
- 6. False

- 7. True
- 8. False
- 9. False
- 10. False
- 11. False
- 12. True

Short Answer

- 1. Because without it, the computer could not run software.
- 2. A bit that is turned on represents 1, and a bit that is turned off represents 0.
- 3. A digital device
- 4. Keywords
- 5. mnemonics
- 6. A compiler is a program that translates a high-level language program into a separate machine language program. The machine language program can then be executed any time it is needed. An interpreter is a program that both translates and executes the instructions in a high-level language program. As the interpreter reads each individual instruction in the program, it converts it to a machine language instruction and then immediately executes it. Because interpreters combine translation and execution, they typically do not create separate machine language programs.
- 7. Operating system
- 8. Pseudocode is an informal language used to write out the steps of an algorithm. A flowchart is a diagram that graphically depicts the steps of an algorithm.
- 9. In a text-based environment, such as a command line interface, programs determine the order in which things happen.
- 10. A class specifies the data that an object can hold (the object's fields and properties), and the actions that an object can perform (the object's methods).
- 11. No, because C# provides only the basic keywords and operators that you need to construct a program. In addition to the C# language, you need the .NET Framework. The .NET Framework is a collection of classes and other code that can be used, along with a programming language such as C#, to create programs for the Windows operating system.
- 12. (1) The Toolbox
 - (2) The Designer window
 - (3) The Solution Explorer
 - (4) The Properties window
- 13. The Toolbox is a window that allows you to select the controls that you want to use in an application's user interface.
- 14. You can access the documentation for Visual Studio by Clicking Help on the menu bar, and then selecting View Help. (Or, you can press Ctrl+F1, and then press V on the keyboard.) The MSDN library provides complete documentation for Visual C#, as well as the other programming languages included in Visual Studio.
- 15. If Visual Studio is already running, you can perform the following steps to open an existing project:
 - Click File on the Visual Studio menu bar, then select Open, then select Project/Solution...
 - The *Open Project* window will appear. Navigate to the desired solution folder, select the solution file, and click *Open*.

In Visual C# Express, perform the following steps to open an existing project:

- Click File on the Visual Studio menu bar, then select Open Project...
- The *Open Project* window will appear. Navigate to the desired solution folder, select the solution file, and click *Open*.
- 16. Right-click Form1.cs in the Solution Explorer, and then click View Designer in the pop-up menu.

Exercises

1.	Decimal	Binary
	11	1011
	65	1000001
	100	1100100
	255	11111111

2.	Binary	Decimal
	1101	13
	1000	8
	101011	43

3. Here is an example: The ASCII codes for the name Marty are:

```
M = 77
a = 97
r = 114
t = 226
y = 121
```

- **4.** a. The three test scores
 - b. It will add the three test scores, and divide the sum by three.
 - c. It will display the result of the calculation performed in b.