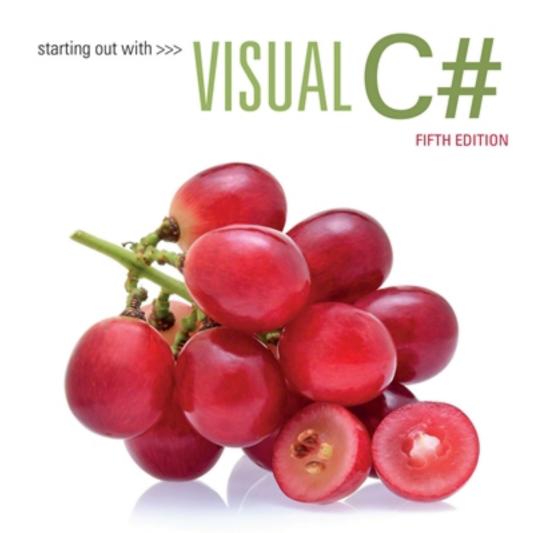
Test Bank for Starting out with Visual C# 5th Edition by Gaddis

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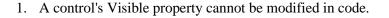




Test Bank

Starting Out with Visual C#, 5e (Tony Gaddis) Chapter 2 Introduction to Visual C#

TRUE/FALSE



ANS: F

2. When you use the *Properties* window to change a control's Visible property at design time, the control will become invisible in the *Designer*.

ANS: F

3. When a method executes, the statements in the method always execute in the order that they appear, from the beginning of the method to the end.

ANS: T

4. Comments are short notes intended for the compiler to read and interpret.

ANS: F

5. If you double-click an error message in the *Error List* window, the code editor will highlight and display the line of code that caused the error.

ANS: T

6. The appearance and other characteristics of a GUI object are determined by the object's properties.

ANS: T

7. Changing a form's Text property will change the form's name.

ANS: F

8. When you create Button controls, they are automatically given default names such as button1, button2, and so forth.

ANS: T

9. A control's name should reflect the purpose of the control.

ANS: T

10. C# identifiers can contain spaces after the first character.

ANS: F

11. The only way to run a program in Visual Studio is to click the *Start Debugging* button on the toolbar.

ANS: F

12. C# source code files always end with the .cs extension.

ANS: T

13. It is important that you do not modify the contents of the Form1.cs file because doing so will prevent the application from executing.

ANS: F

14. Each opening brace ({ }) of a code container must have a matching closing brace (}) later in the program.

ANS: T

15. When an event handler is generated for a control by Visual Studio, it doesn't do anything until you add your own code.

ANS: T

16. Ending a programming statement with a semicolon is not required in C#.

ANS: F

17. In C# string literals can be enclosed in double quotes, single quotes, or a combination.

ANS: F

18. In a C# application, all buttons on a form must share the same Click event handler in the form's source code file.

ANS: F

19. A Label control's Text property is initially set to the same value as the Label control's name.

ANS: T

20. The assignment operator assigns the value that appears on its left side to the item that appears on its right side.

ANS: F

MULTIPLE CHOICE

1. Which of the following is *not* a legal C# identifier?

- a. calculateTotalButton
- b. printSalesReportButton
- c. clear all the customer names button
- d. 1stPlayerStartButton

ANS: D

2. Which of the following Button control names is a legal C# identifier?

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	aDisplayOption5Buttonb. Exit!Button						
	c. *Clear*Button*d. delete Record Button						
	ANS: A						
3.	The shows a description of an err the error's line number and column number, ar		ne name of the source code file containing the error, e name of the project.				
	a. Debug dialog boxb. Crash pop-up		Error List window Just In Time debugger				
	ANS: C						
4.	To close an application's form in code, use the	·	statement.				
	a. me.Quit();		<pre>form.Exit();</pre>				
	<pre>b. this.Close();</pre>	d.	app.Stop();				
	ANS: B						
5.	When you enter a statement into the code editor found, it is	or, Vi	isual Studio analyzes it and, if a syntax error is				
	a. automatically correctedb. underlined with a jagged line		crossed out highlighted				
	ANS: B						
6.	The file contains an application's	start	-up code which executes when the application runs.				
	a. Main.csb. Code.cs		Program.cs Source.cs				
	ANS: C						
7.	A is a declared block in a program	m bet	ween braces ({ }) that holds classes.				
	a. method b. program	c.	namespace d. list				
	ANS: C						
8.	A(n) is a logical container in a program that holds methods and other program elements						
	a. event b. program	c.	queue d. class				
	ANS: D						
9.	The directives that appear at the t the program will use.	top of	f a C# source code file indicate which namespaces				
	a. include b. namespace	c.	public d. using				
	ANS: D						
10.	If you want your code to execute a method, wr	rite a	statement known as a(n)				
	a. event handler		initialization routine				
	b. executor statement	d.	method call				

ANS: D 11. Which of the following statements correctly displays the text Hello in a message box? a. Messagebox("Hello") b. MessageBox.Show("Hello"); c. msqBox(Hello); d. msgBox.show(Hello) ANS: B 12. The file named _____ contains code associated with a form named Form1. a. Form1.cs c. Control.cs b. MainForm.cs d. Window.cs ANS: A 13. When you select an object in the Visual Studio *Designer*, the object's size, color, text, and other characteristics are displayed in the _____ window. c. Object d. Properties a. Designer b. Editing ANS: D 14. The Visual Studio _____ window shows a scrollable list of controls that you can add to a form. a. Collection b. Bank c. Toolbox d. Shelf ANS: C 15. When a piece of data such as 23 or Hello is written into a program's code, it is called a ______. a. constant b. sentinel c. value d. literal ANS: D 16. A(n) is a sequence of one or more programming statements that perform some operation. a. algorithm b. method c. class d. namespace ANS: B 17. A(n) ______ is a method that executes when a specific event such as clicking the mouse takes place while an application is running. a. action sequencer c. event handler b. feature coordinator d. incident manager ANS: C 18. A(n) ______ event occurs on a control when the user clicks the mouse while an application is running. d. Mouse b. Click c. Live a. Action

19. When you want to display text on a form but not allow the user to change the text, you use a

ANS: B

____control.

	a. String	b. Label	c. T	`ext	d.	Font		
	ANS: B							
20.	A property can be set to one of two possible values: true or false.							
	a. Boolean	b. Binary	c. S	ingular	d.	Toggle		
	ANS: A							
21.	In code you use a(n) to store a value in a control's property.							
	a. string literalb. assignment state	tement		ialog box onstant				
	ANS: B							
22.	When a(n) appears around an object in the Visual Studio <i>Designer</i> , it indicates that the object is selected and ready for editing.							
	a. sizing handleb. editing icon		c. b d. fr	ounding box rame				
	ANS: C							
23.	allow you to resize a selected object in the Visual Studio <i>Designer</i> by clicking and dragging the mouse when the mouse cursor becomes a two-headed arrow.							
	a. Bounding boxeb. Sizing handles	es		CoolTips Properties				
	ANS: B							
24.	Which of the following statements would display the number 25 in a Label control named outputLabel?							
	_							
	ANS: B							
25.	Which of the following statements would clear the text displayed in a Label control named cityLabel?							
	b. cityLabel.	Text = "empty" Text = "none"; Text = "clear" = "";						
	ANS: D							
26.	Assuming an application has a PictureBox control named profilePictureBox, which of the following assignment statements will hide the PictureBox from the user at runtime?							
	a. profilePicb. profilePic	tureBox.Visibl tureBox.Visibl tureBox.Visibl	e = False e = false	;				

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	d. profilePicture	Box.Visible = t	ru	e;				
	ANS: B							
27.	Once you have created a PictureBox control, you use itswill display.					rty to specify the image it		
	a. Picture b.	. Image	c.	Source	d.	Display		
	ANS: B							
28.	is a term that refers to an image's width to height ratio.							
	a. Area			Aspect ratio				
	b. Bounding box		d.	UV map				
	ANS: C							
29.	are short note	are short notes placed in a program's source code that explain how the program works.						
	a. Sketchesb. Tags			Comments Labels				
	ANS: C		u.	Laucis				
20	A(n) appears on one line in a program and begins with two forward slashes (//).							
30.		on one line in a prog		•	wo for	ward slashes (/ /).		
	a. line commentb. short comment			block comment documentation of	comme	nt		
	ANS: A							
31.	Which of the following are used by professional programmers to embed extensive documentation in a program's source code?							
	a. line comments			documentation o		ents		
	b. block commentsANS: C		u.	embedded comr	nems			
32.	The property can be used to change a form's width and height.							
	a. Areab. Resolution			Size Rectangle				
	ANS: C			C				
33.	Selecting the button in the <i>Properties</i> window causes the items in the window to be displayed in logical groups.							
	a. Grouped b.	. Categorized	c.	Ordered	d.	Type		
	ANS: B							
34.	In the design window, you can click and drag a control to a new location when the mouse cursor is positioned inside the control and becomes a							
	a. two-headed arrow			hand icon				
	b. four-headed arrow		d.	scissor icon				
	ANS: B							

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35.	To delete a control you can select it on a form and press the key.						
	a. Delete	b. Z	c.	Tab	d.	X	
	ANS: A						
36.	A control'sStudio environment.	_ property identifies th	ne con	trol in the applicat	ion's c	ode and in the Visual	
	a. Text	b. Source	c.	Tag	d.	Name	
	ANS: D						
37.	Control names are also	known as	_, the	same term used fo	r varia	bles in programs.	
	a. tags			values			
	b. identifiers		a.	labels			
	ANS: B						
38.	A file that contains pro	gram code is called a		·			
	a. source code file			C# file			
	b. program file		d.	cs file			
	ANS: A						
39.	Just as a period marks to statement in C#.	the end of a statement,	a(n) _	marks	s the e	nd of a programming	
	a. space	b. underscore	c.	semicolon	d.	dot	
	ANS: C						
40.	When you have a proje application's code is re-	-		e time during whic	h you	build the GUI and write the	
	a. prototyping		c.	visual planning			
	b. design time		d.	application prog	ressior	1	
	ANS: B						