

**Indicate whether the sentence or statement is True or False. Mark "A" if the answer is True and "B" if the answer is False.**

1. Visual Basic.NET is an object-oriented programming language.
2. A Visual Basic.NET application is referred to as a project and is saved as a .vbp file just like Visual Basic Version 6.
3. The .NET languages all compile to a common machine language, called MSIL, which allows objects from different languages to operate together.
4. In Visual Basic.NET, the text property of a label or text box control can be cleared by using the Delete method.
5. Visual Basic.NET programs will run under any earlier version of Visual Basic without any modifications or changes.

**Mark the correct answer on your Scantron sheet for each of the following questions.**

6. The \_\_\_\_\_ window is a window in which you design the user interface for your application.  
a. Design b. Form c. Project d. Properties
7. The Visual Basic main window contains the title bar, the menu bar, and the  
a. Formatting toolbar. b. Project window. c. Properties window. d. Standard toolbar.
8. The set of characteristics that control an object's appearance and behavior is called  
a. attributes. b. fonts. c. properties. d. states.
9. When you click the ellipsis (...) in the Settings box,  
a. a list or a color palette will appear containing the valid predefined settings for the selected property.  
b. a dialog box will appear.  
c. nothing will happen because the selected property does **not** have any predefined settings.  
d. the selected property's value will change to the next valid setting
10. In Visual Basic, the \_\_\_\_\_ property controls the text displayed in the form's title bar.  
a. caption b. form c. name d. text
11. When writing Visual Basic code, you use the object's \_\_\_\_\_ to refer to the object.  
a. caption b. file name c. name d. text
12. When Visual Basic saves a project file, it adds the \_\_\_\_\_ extension to the filename.  
a. .exe b. .frm c. .prj d. .vbp
13. The label tool in the tool box is designated by  
a. the lowercase letters ab. b. the uppercase letters AB. c. the lowercase letter a. d. the uppercase letter A.
14. Objects placed on a form are called  
a. controls. b. forms. c. icons. d. pictures.
15. The \_\_\_\_\_ control displays text that you don't want the user to modify.  
a. caption b. display c. label d. name
16. To remove a control from a form,  
a. click the control to select it and then press the Delete key.  
b. click the control to select it and then press the Esc key.  
c. double-click the control to select it and then press the Delete key.  
d. double-click the control to select it and then press the Esc key.
17. When you place a label control on the form, its default \_\_\_\_\_ property is the same as its Caption property.  
a. AutoName b. Title c. Label d. Name

18. When set to True, the \_\_\_\_\_ property automatically sizes a label control to fit its current contents.
  - a. AutoSize
  - b. AutoWidth
  - c. SizeAuto
  - d. SizeBoth
19. The location of an object on a form is measured in \_\_\_\_\_ from the edges of the form.
  - a. bytes
  - b. picas
  - c. points
  - d. twips
20. A \_\_\_\_\_ is 1/1440 of an inch.
  - a. byte
  - b. font
  - c. point
  - d. twip
21. To select more than one control at a time, click the first control and then
  - a. alt-click the other controls.
  - b. click the other controls.
  - c. control-click the other controls.
  - d. control-double-click the other controls.
22. To save a form and a project under a new name,
  - a. save the form first, then save the project.
  - b. save the project first, then save the form.
  - c. save either the form or the project first, then save the other.
  - d. None of the above
23. In Windows applications, \_\_\_\_\_ perform an immediate action when clicked.
  - a. all controls
  - b. command buttons
  - c. image controls
  - d. label controls
24. In Windows applications, the OK and Cancel buttons are examples of
  - a. agreement buttons.
  - b. command buttons.
  - c. label buttons.
  - d. text boxes.
25. Clicking, double-clicking, and scrolling are called
  - a. actions.
  - b. activities.
  - c. events.
  - d. happenings.
26. You tell an object how to respond when clicked, double-clicked, and so on by writing a(n)
  - a. action procedure.
  - b. activity procedure.
  - c. event procedure.
  - d. happening procedure.
27. The Visual Basic instructions, or code, that tell an object what to do are entered into the object's \_\_\_\_\_ window.
  - a. Procedure
  - b. Code
  - c. Event
  - d. Properties
28. The \_\_\_\_\_ statement tells Visual Basic to terminate the current application.
  - a. End
  - b. Exit
  - c. Halt
  - d. Stop
29. The File menu's Make <projectname.exe> File command tells Visual Basic's \_\_\_\_\_ to translate the application into machine code.
  - a. assembler
  - b. compiler
  - c. decoder
  - d. interpreter
30. A string is a group of characters enclosed in
  - a. quotation marks (").
  - b. asterisks (\*).
  - c. dollar signs (\$).
  - d. apostrophes (').
31. Which of the following tells Visual Basic to treat the contents of the txtNum control as a number instead of as a string?
  - a. val(txtNum.Caption)
  - b. val(txtNum.Text)
  - c. num(txtNum.Caption)
  - d. num(txtNum.Text)
32. You can use the \_\_\_\_\_ function to tell Visual Basic to treat a character string as a number.
  - a. Null
  - b. Num
  - c. Str
  - d. Val
33. A(n) \_\_\_\_\_ is a predefined procedure that returns a value.
  - a. event
  - b. function
  - c. method
  - d. formula
34. \_\_\_\_\_ refers to the process of locating errors in a Visual Basic program.
  - a. Correcting
  - b. Debugging
  - c. Compiling
  - d. None of the above

35. Program errors can be  
a. logic errors. b. syntax errors. c. Either a or b d. None of the above
36. Typing PrintFor instead of PrintForm is an example of a \_\_\_\_\_ error.  
a. syntax b. logic c. debug d. text
37. Memory locations whose value can change as the program is running are called  
a. constants. b. globals. c. memory boxes. d. variables.
38. A(n) \_\_\_\_\_ is a whole number.  
a. floating number b. floating-point number c. integer d. single
39. Which of the following is **not** a valid name for a variable?  
a. intHours b. in.Hours c. sngRate d. strName
40. While programming in Visual Basic.NET, to display a message in the MessageBox object, you use the  
a. Message method. b. Display method. c. Text method. d. Show method.
41. Variable names must begin with  
a. a letter. b. a number. c. a special character. d. an underscore.
42. Giving a beginning value to a variable is called  
a. creating. b. generating. c. initializing. d. introducing.
43. The Dim statement initializes Integer type variables to  
a. null (""). b. 0 (zero). c. 1 (one). d. 2.
44. A \_\_\_\_\_ is an item of data whose value does **not** change while a program is running.  
a. literal constant b. literal variable c. symbolic constant d. variable
45. A variable's \_\_\_\_\_ indicates which procedures in the application can use the variable.  
a. breadth b. effect c. extent d. scope
46. The \_\_\_\_\_ statement tells Visual Basic to warn you if you use the name of an undeclared variable in your code.  
a. Explicit Option b. Explicit Variable c. Option Explicit d. Option Variable
47. Global constants are declared in  
a. an event procedure. b. the General Declarations section of a code module. c. the General Declarations section of a form. d. any of the above.
48. The \_\_\_\_\_ structure refers to the fact that the computer can evaluate a condition and then select the appropriate tasks to perform based on that evaluation.  
a. evaluation b. looping c. repetition d. selection
49. The \_\_\_\_\_ in a selection structure specifies the decision you are making.  
a. condition b. false path c. requirement d. true path
50. In Visual Basic.NET, if an exception occurs while the statements in the Try block are executing, the program control transfers to the  
a. fix block. b. agotcha block. c. catch block. d. debug block.
51. The selection structure written in pseudocode usually begins with the word(s) \_\_\_\_\_ and ends with the word(s) \_\_\_\_\_.  
a. Begin, End b. If, Else c. If, End If d. Select, End Select

52. When the selection structure's condition evaluates to true, the set of instructions following the \_\_\_\_\_ is processed.  
a. Else b. End If c. Otherwise d. Then
53. Programmers use the \_\_\_\_\_ structure to tell the computer to repeat one or more instructions contained in a program.  
a. calculating b. recurrence c. repetition d. selection
54. The three forms of the repetition structure are \_\_\_\_\_, \_\_\_\_\_, and \_\_\_\_\_.  
a. Do While, For Next, If...Then...Else b. Do Until, Do While, If...Then...Else c. Do Until, Do While, For Next  
d. Do Until, For Next, If...Then...Else
55. When you don't know precisely how many times loop instructions should be repeated, which repetition structure can you use?  
a. Do Until b. For While c. For Next d. None of the above
56. The Do While loop repeats a block of instructions while a \_\_\_\_\_ is true.  
a. piece of code b. form c. condition d. repetition structure
57. When you open a sequential access file for \_\_\_\_\_, the file must already exist.  
a. add b. append c. input d. output
58. You open a sequential access file for \_\_\_\_\_ when you want to create a new sequential access file and then write data to it.  
a. append b. create c. input d. output
59. You open a sequential access file for \_\_\_\_\_ when you want to read its contents.  
a. add b. append c. input d. output
60. A disabled menu item appears \_\_\_\_\_ when the menu is open.  
a. highlighted b. grayed c. underlined d. None of the above
61. The \_\_\_\_\_ menu is typically the first menu title on the menu bar in a Windows application.  
a. Edit b. File c. Help d. View
62. When creating a menu, you must complete the \_\_\_\_\_ for each menu control in the list box.  
a. Caption and Label properties b. Caption and Name properties c. Label and Name properties  
d. Name and Text properties
63. Entries appearing flush left in the Menu Editor list box are displayed as \_\_\_\_\_ on the menu bar.  
a. menu items b. menu titles c. submenu items d. submenu titles
64. In Visual Basic, you create a separator bar by placing a(n) \_\_\_\_\_ in the Caption box of a menu control.  
a. asterisk (\*) b. ampersand (&&) c. caret (^) d. hyphen (-)
65. The \_\_\_\_\_ line in a menu is called a separator bar.  
a. dimmed b. diagonal c. vertical d. horizontal
66. The \_\_\_\_\_ event procedure is the **only** event procedure a menu control recognizes.  
a. Click b. Double-click c. Drag d. GotFocus
67. The Visual Basic.NET CInt function is used to  
a. convert data in a textbox to a numeric value. b. properly align decimal positions in a numeric value.  
c. add a dollar sign (\$) to improve the way the output looks. d. None of the above

68. A \_\_\_\_\_ is a group of variables that have the same name and data type and are related in some way.
- dimension array
  - variable array
  - control array
  - indexed array
69. Which of the following Dim statements declares a two-dimensional Integer variable array named Price that consists of two rows and five columns?
- Dim Price(1 to 2, 1 to 5) as Integer
  - Dim as Integer Price(1 to 2, 1 to 5)
  - Dim Integer as Price(1 to 2, 1 to 5)
  - Dim Price as Integer(1 to 5, 1 to 2)
70. When you declare a variable in the form's General Declarations section, \_\_\_\_\_ can use the variable.
- all procedures in both the form and its controls
  - all procedures in every form
  - only the form
  - only that event procedure
71. When declaring a global constant in the General Declarations section of a code module, you begin the declaration with the keyword
- All.
  - Dim.
  - General.
  - Public.
72. After the true path instructions of a selection structure are processed, which instructions will be processed next?
- The set of instructions between the Else and the End If, if there is an Else
  - The set of instructions between the Then and the Else, if there is an Else
  - The set of instructions following the End If instruction
  - The set of instructions between the Then and the End If
73. You can use the \_\_\_\_\_ Case statement to code the Case selection structure in Visual Basic.
- Type
  - Highlight
  - Focus
  - Select
74. A(n) \_\_\_\_\_ is a group of controls of the same type that have the same name and share the same set of event procedures.
- control array
  - event array
  - event procedure array
  - group array
75. The first control in an array named txtNum is referred to as
- txtNum\_0.
  - txtNum.0.
  - txtNum(0).
  - txtNum.1.
76. The unique number assigned to each of the controls in an array is called a(n)
- array number.
  - control digit.
  - event number.
  - index.
77. Assume that an application contains four text boxes that belong to the txtNum control array. How can you open the Code window for the txtNum control array?
- Click any of the four text boxes
  - Click the first text box only
  - Double-click any of the four text boxes
  - Double-click the first text box only
78. The items inside the parentheses following the name of an event procedure are called
- arguments.
  - arrays.
  - controls.
  - sub procedures.
79. When creating a menu, you can use a \_\_\_\_\_ to group related menu items together.
- connector
  - divider
  - partition
  - separator bar
80. The Mid(strEmpName, 1, 5) instruction is equivalent to which of the following?
- Left(strEmpName, 0, 5)
  - Left(strEmpName, 1, 5)
  - Left(strEmpName, 5)
  - Right(strEmpName, 1, 5)
81. If the value in the counter of a For...Next loop is \_\_\_\_\_ than the endvalue and the stepvalue is positive, the loop stops.
- equal to
  - greater than
  - greater than OR equal to
  - less than

82. The three types of data files in Visual Basic are
- binary, sequential, random.
  - binary, selection, sequential.
  - random, selection, sequential.
  - random, repetition, sequential.
83. A data file's type refers to how
- many fields are stored in the file.
  - the data in the file is accessed.
  - the data file is maintained.
  - None of the above
84. You open a menu item's Code window by \_\_\_\_\_ the menu item.
- clicking
  - double-clicking
  - pressing Alt-M
  - pressing Ctrl-M
85. You use Visual Basic's \_\_\_\_\_ statement to define a record structure for a random access file.
- Create
  - Define
  - Record
  - String
86. \_\_\_\_\_ When defining the fields in a record structure, the length of the field is fixed for all but the \_\_\_\_\_ datatype.
- Currency
  - String
  - Integer
  - Long
87. The first form that appears when an application is run is called the \_\_\_\_\_ form.
- initial
  - primary
  - starting
  - startup
88. You invoke a user-defined sub procedure with the \_\_\_\_\_ statement.
- Call
  - Invoke
  - Procedure
  - Process
89. Which of the following statements will clear the contents of a TextBox named txtMessage in Visual Basic.NET?
- txtMessage.Text = ""
  - txtMessage.Clear() = ""
  - txtMessage.Clear()
  - Both a and c
90. If a Code window belongs to a control array, what will appear inside the parentheses following the name of the event procedure?
- Array as Control
  - Index as Integer
  - Control as Array
  - Index as Array
91. What will be the value of intX when the following For Next loop stops processing?  
For intX = 5 to 1 Step 1 Print intX Next intX .
- 6
  - 1
  - 4
  - 5
92. If you want a list box to display its values when the form first appears on the screen, you will need to define the list box items in the
- form's Start event procedure.
  - form's Load event procedure.
  - list box's Click event procedure.
  - list box's Load event procedure.
93. You can see what other event procedure an object can recognize by clicking the list arrow in the
- Action window's Object box.
  - Action window's Procedure box.
  - Code window's Object box.
  - Code window's Procedure box.
94. A local variable that retains its value when a procedure ends is called a(n) \_\_\_\_\_ variable.
- constant
  - static
  - symbolic
  - unchangeable
95. To prevent the user from sizing the user interface or from exiting using the Close button, set the form's \_\_\_\_\_ to 0-None.
- Border
  - BorderSize
  - BorderStyle
  - Style
96. Visual Basic's \_\_\_\_\_ checks the instructions for syntax and spelling errors.
- assembler
  - interpreter
  - compiler
  - decoder

- 
97. Visual Basic assigns a unique number, called a(n) \_\_\_\_\_, to each of the variables in a variable array.
- control number
  - index
  - listindex
  - subscript
98. You can verify the names of controls while you are writing Visual Basic code by using the Code window's
- form box.
  - toolbox.
  - object box.
  - project box.
99. When you open an existing sequential access file for output, Visual Basic will
- erase its contents before writing the new information.
  - erase its contents after writing the new information.
  - add the new information to the existing data.
  - None of the above
100. Assume that an application contains four command buttons that belong to the cmdNum control array. If the user clicks the first command button in the control array, what information will be stored in the Click event's Index argument?
- 0 (zero)
  - 1 (one)
  - cmdNum(0)
  - cmdNum(1)

**2003 NLC FBLA VISUAL BASIC ANSWER KEY**

1.	A	26.	C	51.	C	76.	D
2.	B	27.	B	52.	D	77.	C
3.	A	28.	A	53.	C	78.	A
4.	B	29.	B	54.	C	79.	D
5.	B	30.	A	55.	A	80.	C
6.	B	31.	B	56.	C	81.	B
7.	D	32.	D	57.	C	82.	A
8.	C	33.	B	58.	D	83.	B
9.	B	34.	B	59.	C	84.	A
10.	A	35.	C	60.	B	85.	D
11.	C	36.	A	61.	B	86.	B
12.	D	37.	D	62.	B	87.	D
13.	D	38.	C	63.	B	88.	A
14.	A	39.	B	64.	D	89.	D
15.	C	40.	D	65.	D	90.	B
16.	A	41.	A	66.	A	91.	D
17.	D	42.	C	67.	A	92.	B
18.	A	43.	B	68.	B	93.	D
19.	D	44.	A	69.	A	94.	B
20.	D	45.	D	70.	A	95.	C
21.	C	46.	C	71.	D	96.	B
22.	A	47.	B	72.	C	97.	D
23.	B	48.	D	73.	D	98.	C
24.	B	49.	A	74.	A	99.	A
25.	C	50.	A	75.	C	100.	A