# TIK20 Computer Science 

Icon
ToolName
Prefix
图
ComboBox cbo

## ab|

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$\sqrt{V}$ $\qquad$
$\qquad$


A b
a) Variables that need to be shared between different subs of a program should be declared in a $\qquad$ .
b) $\qquad$ variables of type should be used to hold text data.
c) The contents of the brackets in an 'if" statement should evaluate to either a $\qquad$ or a $\qquad$ value.
d) Every if-else statement needs to eventually end with the words
$\qquad$ .
e) Complete the code below that allows a text input to be converted and assigned to a numeric value. Assume 'age' is an integer variable. age $=\ldots \quad$ (txtAge.Text)
f) A button called btnClick is likely to have a Text property value of
g) When declaring a variable in a module we usually begin the declaration with the word $\qquad$ instead of 'Dim'.
h) The $\qquad$ property of a PictureBox determines what picture is shown.
i) If we wanted to set the order in which the cursor would jump from one text box to another we would adjust the $\qquad$ property.
k) My computer teacher's last name is spelled $\qquad$

Which one of the labels on the right is represented by the properties window on the left？Indicate with a check．

| Properties |  |
| :---: | :---: |
| Label1 System．Windows．Forms．Label |  |
|  |  |
| （Name） | Label1 |
| AccessibleDescription |  |
| AccessibleName |  |
| AccessibleRole | Default |
| AllowDrop | False |
| Anchor | Top，Left |
| AutoSize | False |
| BackColor | Control |
| BorderStyle | None |
| CausesValidation | True |
| ContextMenu | （none） |
| Cursor | Default |
| Dock | None |
| Enabled | True |
| FlatStyle | Standard |
| T Font | Microsoft Sans Serif，7．\＆ |
| ForeColor | ControlText＊ |
| Image | （none） |
| ImageAlign | MiddleCenter |
| ImageIndex | $\square$（none） |
| ImageList | （none） |
| ⿴囗 Location | 40， 48 |
| Locked | False |
| Modifiers | Friend |
| RightToLeft | No |
| 田 Size | 112， 40 |
| TabIndex | 0 |
| Tag |  |
| Text | Label1 |
| Textalign | TopLeft |
| UseMnemonic | True |
| Visible | True $\quad$－ |

 group boxes．
5. Write the following code:

Declare a String variable called 'myName'.
Write the code that takes a user's input from a text box called 'txtName' and assigns it to the variable 'myName'
6. What happens if the user types the word 'secret' into the text box 'txtPassword' and clicks the button btnClick.

```
Private Sub btnClick_Click(ByVal sender...
    Dim word As String
    Dim password As String
    password = "mystery"
```

word $=$ txtPassword.Text
If (password = word) Then lblMessage.Text = "Welcome"
Else lblMessage.Text = "Buzz Off"
End If
End Sub
7.

Write the line of code that would cause a Picture Box called picHouse to disappear.
8. True or False
a) The value 4.3 can be assigned to a double variable. T/F
b) Variables can be declared as Public within modules. T/F
c) Labels allow the user to enter text.

T/F
d) Only one check box at a time can be checked T/F within a group box.
e) The sections that we write most of our code in are called 'Sub'.
f) The last line of an 'if' or 'else-if' statement is 'else' T/F
g) Adjusting the Text property of a form changes the title. T / F
h) A message box allows the user to input data.
i) More than one 'End if' can be used in an 'else-if' T/F statement
j) The character ' $h$ ' can be assigned to a double.
k) The character ' 4 ' can be assigned to a String T/F
I) The visible property of a picture must be True or False. T / F
m) A 3-D effect can be achieved by changing a label's borderstyle property to 'None'.
n) The name property of a button determines it's label. T/F
o) Mr. Wright is often mistaken for Brad Pitt in public. T/F
p) The other subject Mr. Wright teaches is Music.
9. What is the most important difference between a TextBox and a Label?
/2
10.

H://My Visual Basic Projects/First Project/happy.jpg

What folder would you open to look for the file 'happy.jpg'?
/2
11.

What kind of file is 'happy.jpg'?
/2

12
What of the following tools would you use happy.jpg in? Circle the best choice.


Write the code that will add the numbers the user puts in the two Text boxes and displays the answer in the label when the user Clicks on btnCalculate.
Declare and use the following integer variables in your code: 'num1', 'num2' and 'answer'
Private Sub btncalculate_Click(ByVal

