|  |  |  |
| --- | --- | --- |
| Name |  |  |
| Score |  / 10 |  |  |
| Update Value |  |  |

Programming Logic - Beginning

152-101

Unit 2 Homework

- ½ point for each incorrect answer

Most answers can be found in Chapter 2 of the book and/or my Unit 2 Power Point

Review Questions and Exercises:

Fill-in-the-Blank

1. Clicking the Click and type button in the *Properties* window causes related properties to be listed in groups.
2. Anytime you select an existing control Click and type appear, which you use to resize the control.
3. The contents of a form’s Text property are displayed on the Click and type.
4. You commonly display messages on a form by setting the value of the Label control’s Click and type property.
5. The Click and type property causes the Label control to resize automatically to accommodate the amount of text in the Text property.
6. The Click and type property determines how a Label control’s text is aligned.
7. When set to Click and type, the TextAlign property causes text to appear in the bottom right area of a Label control.
8. A Label control’s Click and type property establishes the font, style, and size of the label’s displayed text.
9. The Click and type property establishes the background color for a Label control’s text.
10. The Click and type property establishes the color of the Label control’s text.
11. The Click and type control is used to display graphic images.
12. A PictureBox control’s Click and type property lists the name of the file containing the graphic image.
13. A PictureBox control’s Click and type property determines how the graphic image will be positioned and scaled to fit the control’s bounding box.
14. The SizeMode property is set to Click and type by default.
15. Visible is a Click and type property, which means it can only hold one of two values: *True* or *False.*
16. To delete a control during design time, select it and press the Click and type key.
17. When the Click and type button is selected on the *Solution Explorer* window, it opens the *Code* window.
18. Two slashes (//) in code mark the beginning of a Click and type.
19. A Click and type begins with /\* and ends with \*/.
20. The equal sign (=) is known as the Click and type operator. It copies the value on its right into the item on its left.
21. A(n) Click and type marks the end of a programming statement in C#.
22. In an assignment statement, the name of the item receiving the value must be on the Click and type side of the = operator.
23. C# automatically provides a(n) Click and type when you double-click a form’s object.
24. The Click and type statement causes the form to close.
25. In code, Click and type enclose a string literal.

(continued)

Short Answer (use complete sentences to answer these questions)

1. Explain the difference between an object’s Text and its Name.
Click and type
2. List three ways to run an application within the Visual Studio environment.
Click and type
3. List three ways to display the *Code* window.
Click and type
4. Identify two techniques for placing controls on a form.
Click and type
5. How do you make a PictureBox control respond to a mouse click?
Click and type