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Chapter 2: Answers to the Review Questions

Multiple Choice

1. c
2. d
3. a
4. b
5. d
6. d
7. b
8. a
9. c
10. a
11. d
12. b
13. d
14. c
15. d
16. a
17. b
18. d
19. c
20. b
21. a
22. c
23. b
24. a
25. c
26. a
27. c
28. b
29. a
30. b
31. d

True or False

1. False
2. True
3. True
4. True
5. False
6. True
7. True
8. True
9. True
10. True
11. False

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12. True
13. False
14. True
15. False
16. False
17. True
18. True
19. False
20. True

Short Answer

1. A bounding box indicates that an object is selected and ready for editing
2. The mouse cursor becomes a two-headed arrow
3. An object's properties
4. The left column shows the name of each property and the right column shows the value of each property
5. Select the form. Locate the form's Text property inside the *Properties* window. Click inside the area that holds the Text property's value, and use the Delete or Backspace key to delete the text. Type the new value in its place and press the Enter key.
6. (1) Using the mouse to drag the sizing handles on the form's bounding box and (2) changing the width and height values of the Size property in the Properties window.
7. Position the mouse cursor inside the control, and when the mouse cursor becomes a four-headed arrow, you can click and drag the control to a new location.
8. Select the Button control. Locate the button's Text property inside the *Properties* window. Click inside the area that holds the Text property's value, and use the Delete or Backspace key to delete the text. Type the new text in its place and press the Enter key.
9. The Form1.cs file contains code that is associated with the Form1 form. When you write code that defines some action related to Form1 you will write the code in this file.
10. Double-quotation marks
11. No, you cannot skip this step. When you double-click a control in the Designer, Visual Studio not only creates an empty event handler, but it also writes some code that you don't see, elsewhere in the project. This other code is necessary for the event handler to properly function.
12. Design time is the phase during which you create or modify the application. Run time is when the application is executing and it cannot be modified.
13. The Label control's text will have a recessed 3D appearance
14. The control automatically resizes itself to accommodate the size of the text it displays
15. TopLeft, TopCenter, TopRight, MiddleLeft, MiddleCenter, MiddleRight, BottomLeft, BottomCenter, or BottomRight.
16. Assign an empty string to the control's Text property.
17. A PictureBox control can display images that have been saved in the bitmap, GIF, JPEG, metafile, or icon graphics formats.
18. Normal, StretchImage, AutoSize, CenterImage, and Zoom
19. Line comments, block comments, and documentation comments.
20. When you enter a statement into the editor, Visual Studio analyzes it, and if a syntax error is found, it is underlined with a jagged line.

Algorithm Workbench

1.
```
MessageBox.Show("Good Afternoon");
```

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```
2.     MessageBox.Show("Kathryn James");
3.     dogLabel.Text = "Fido";
4.     outputLabel.Text = "";
5.     myPicture.Visible = false;
```

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