# Test Bank for Microsoft Visual Basic 2017 for Windows Web and Database Applications Comprehensive 1st Hoisington

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Name:_____ Class:_____ Date:_____

**Chapter 02: Program and Graphical User Interface Design**

1. Properties are used to describe an object's ____ on the screen.
   a. color
   b. name
   c. size
   d. position

*ANSWER:* a, b, c, d
*POINTS:* 1
*REFERENCES:* 39

2. No ____ are allowed in an object name.
   a. spaces
   b. numbers
   c. special characters
   d. letters

*ANSWER:* a, c
*POINTS:* 1
*REFERENCES:* 40

3. Once a GUI object is placed on a Windows Form object, dragging its corner sizing handle allows you to change its ____.
   a. vertical border resolution
   b. height
   c. width
   d. center point

*ANSWER:* b, c
*POINTS:* 1
*REFERENCES:* 44

4. To place a .NET component from the Toolbox in the Windows Form object, you can ____.
   a. right-click the component in the Toolbox
   b. double-tap or double-click the component in the Toolbox
   c. drag it from the Toolbox
   d. tap or click the component in the Toolbox and then tap or click the Windows Form object at the desired location

*ANSWER:* b, c, d
*POINTS:* 1
*REFERENCES:* 46

5. The program development life cycle includes ____.
   a. designing the user interface
   b. testing the program
   c. coding the program
   d. documenting the system

*ANSWER:* a, b, c, d



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**Chapter 02: Program and Graphical User Interface Design**

*POINTS:* 1
*REFERENCES:* 70-71

6. When you enter a value in the Text property for a Label object, the value will be displayed in the Text object. _____
*ANSWER:* False - Label
*POINTS:* 1
*REFERENCES:* 48

7. When a Label object on a Windows Form object is selected, it has a red border. _____
*ANSWER:* False - dotted
*POINTS:* 1
*REFERENCES:* 50

8. A GUI object must be selected in order to delete it. _____
*ANSWER:* True
*POINTS:* 1
*REFERENCES:* 53

9. By setting the Resize property for a Button object to True, the Button object will automatically expand or contract to accommodate the amount of text entered in the Text property. _____
*ANSWER:* False - AutoSize
*POINTS:* 1
*REFERENCES:* 66

10. A red snap line indicates that the sides of objects are aligned vertically. _____
*ANSWER:* False - blue
*POINTS:* 1
*REFERENCES:* 68

11. Visual Basic contains ____ tools that are used in the design process.
a. RAD
b. ERD
c. HTTP
d. EFT
*ANSWER:* a
*POINTS:* 1
*REFERENCES:* 32

12. The ____ is the window that appears on every screen when the program is running.
a. library
b. service
c. project
d. user interface
*ANSWER:* d



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*POINTS:* 1
*REFERENCES:* 32

13. Windows Store apps can only be written and executed using ____.
    a. Windows 7
    b. Windows 8 or 10
    c. Visual Studio
    d. Visual Basic
*ANSWER:* b
*POINTS:* 1
*REFERENCES:* 32

14. A(n) ____ is equivalent to a single program created using Visual Studio.
    a. application
    b. project
    c. command
    d. matrix
*ANSWER:* b
*POINTS:* 1
*REFERENCES:* 34

15. A program whose interface will be a window created using the Windows operating system, and which will allow the user to interact with the program by using this window, is created by selecting a ____ project in Visual Studio.
    a. Web Application
    b. Windows Console
    c. Windows Desktop
    d. Custom Control
*ANSWER:* c
*POINTS:* 1
*REFERENCES:* 34

16. To create a new project using Visual Studio, you must specify both the type of application you will create and the ____ that you wish to use.
    a. color scheme
    b. programming language
    c. font size
    d. window size
*ANSWER:* b
*POINTS:* 1
*REFERENCES:* 34

17. The project name will be displayed on the ____ of the Visual Studio window.
    a. status bar
    b. title bar



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c. toolbar
d. Toolbox

*ANSWER:* b
*POINTS:* 1
*REFERENCES:* 37

18. When creating a program in Visual Studio, the Windows Form object you are designing will appear in the ____ of the Visual Studio window.
a. task area
b. design area
c. form area
d. work area

*ANSWER:* d
*POINTS:* 1
*REFERENCES:* 37

19. When creating a program in Visual Studio, the ____ is the window that you use to build the program and which will display on your screen when the program is executed.
a. Windows Form object
b. Windows Screen object
c. Windows Program object
d. Windows Desktop object

*ANSWER:* a
*POINTS:* 1
*REFERENCES:* 37

20. The ____ is the fundamental object in the GUI you will create using Visual Studio tools.
a. Windows Form object
b. user space
c. work area
d. user window

*ANSWER:* a
*POINTS:* 1
*REFERENCES:* 37

21. The ____ is the primary tool you use to place objects such as buttons on the Windows Form object.
a. toolbar
b. task bar
c. Toolbox
d. Properties window

*ANSWER:* c
*POINTS:* 1
*REFERENCES:* 37



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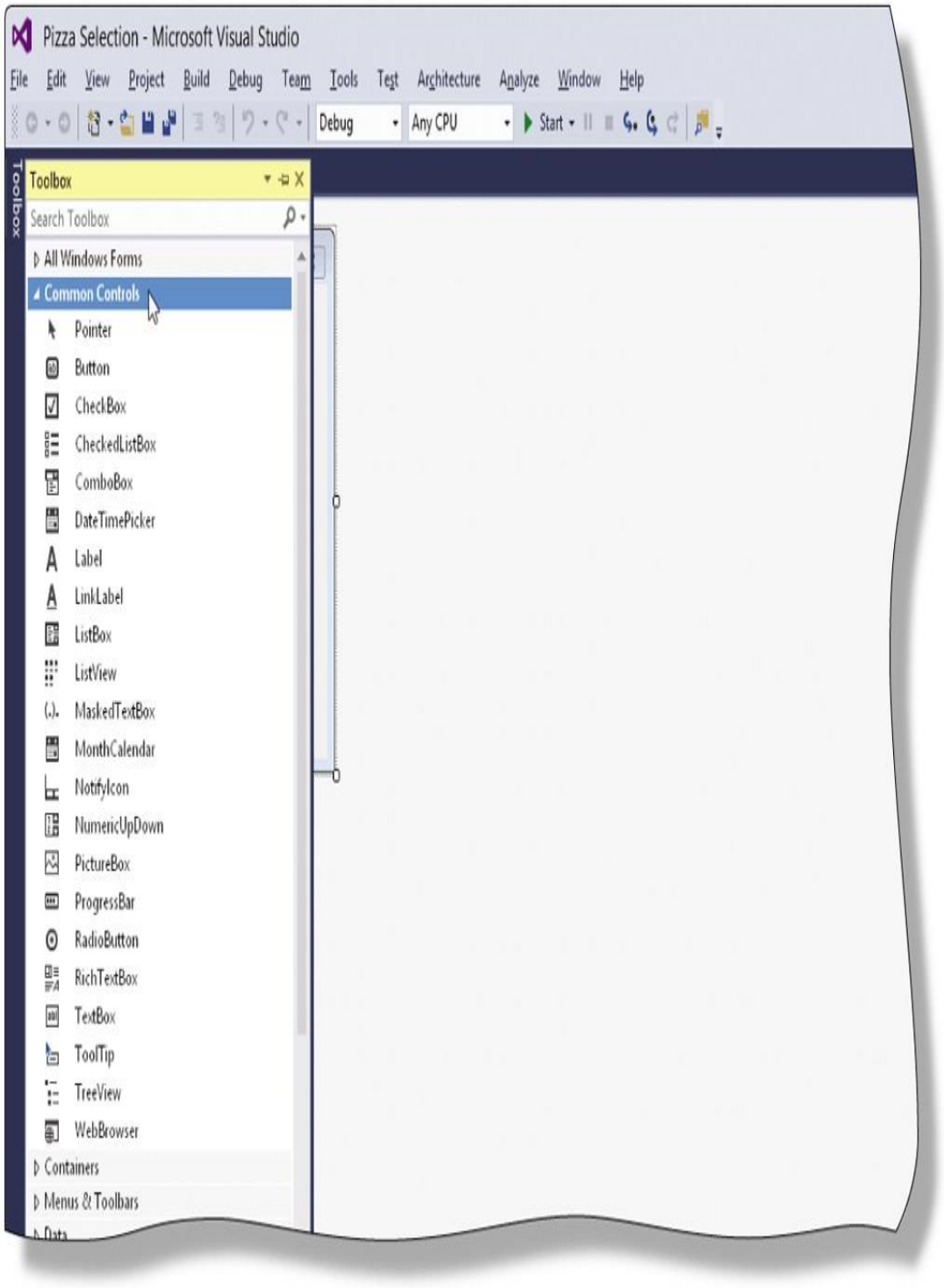


22. Text Box, Label, and Picture Box in the accompanying figure are ____ components.
    a. .NET
    b. display
    c. command
    d. category

*ANSWER:* a



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*POINTS:* 1
*REFERENCES:* 38
*PREFACE NAME:* VB0210

23. Graphical elements called ____ can be placed on a Windows Form object using the elements in the accompanying figure, when you are designing the user interface.

a. linked items
b. common keys
c. commands
d. controls

*ANSWER:* d
*POINTS:* 1
*REFERENCES:* 38
*PREFACE NAME:* VB0210

24. The Auto Hide button on the Toolbox title bar contains a ____ icon, which indicates the status of the Toolbox.

a. Lock
b. Checkmark
c. Minimize
d. Pushpin

*ANSWER:* d
*POINTS:* 1
*REFERENCES:* 39

25. ____ are used to control the characteristics of an object.

a. Attributes
b. Properties
c. Symbols
d. Indices

*ANSWER:* b
*POINTS:* 1
*REFERENCES:* 39

26. By default, the Properties window is displayed in the ____ section of the Visual Studio window.

a. upper
b. lower
c. left
d. right

*ANSWER:* d
*POINTS:* 1
*REFERENCES:* 40

27. You are designing a form that will be used to record the mileage driven by a sales representative. Which of the following is the best name for this form?



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a. MilesForm
b. Form1
c. frmSalesRep
d. frmMilesDriven

*ANSWER:* d
*POINTS:* 1
*REFERENCES:* 40

28. Which prefix should be used to name a Windows Form object?
a. form
b. frm
c. wfm
d. win

*ANSWER:* b
*POINTS:* 1
*REFERENCES:* 40

29. The ____ property of a Form object can be used to set the value that will appear on the form's title bar.
a. Title
b. Text
c. Caption
d. Label

*ANSWER:* b
*POINTS:* 1
*REFERENCES:* 42

30. The default text value for the first Windows Form object created in a project is ____.
a. 1Form
b. Form
c. Form1
d. ThisForm

*ANSWER:* c
*POINTS:* 1
*REFERENCES:* 42

31. You can drag a vertical ____ to change the width of a window.
a. dimension
b. leader line
c. resolution
d. border

*ANSWER:* d
*POINTS:* 1
*REFERENCES:* 44



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32. The ____ property of a Windows Form object can be used to change the width of the form.
    a. WindowState
    b. TabStop
    c. Size
    d. BorderStyle

*ANSWER:* c
*POINTS:* 1
*REFERENCES:* 44

33. The ____ object is used to display a message or put a name on an item in a window.
    a. Label
    b. TextBox
    c. PictureBox
    d. Button

*ANSWER:* a
*POINTS:* 1
*REFERENCES:* 45

34. The Label object appears in the ____ category in the Toolbox.
    a. Common Controls
    b. Text
    c. Commands
    d. Options

*ANSWER:* a
*POINTS:* 1
*REFERENCES:* 45

35. A prefix of ____ should be used when naming Label objects.
    a. lab
    b. lbe
    c. lbl
    d. lal

*ANSWER:* c
*POINTS:* 1
*REFERENCES:* 47

36. The ____ property of a Label object can be used to change the contents of the Label object.
    a. Caption
    b. Label
    c. Text
    d. Title

*ANSWER:* c



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*POINTS:* 1
*REFERENCES:* 48

37. You can use the ____ property to change the style or size of the text in a Label object.
    a. Text
    b. Font
    c. Style
    d. Format
*ANSWER:* b
*POINTS:* 1
*REFERENCES:* 49

38. When you click the Font property in the Properties window, a(n) ____ button indicates multiple choices for the property will be made available when you tap or click the button.
    a. ellipsis
    b. caret
    c. comma
    d. percent sign
*ANSWER:* a
*POINTS:* 1
*REFERENCES:* 50

39. A Label object can be centered on the Windows Form object by using choices on the ____ menu.
    a. File
    b. Edit
    c. Format
    d. Tools
*ANSWER:* c
*POINTS:* 1
*REFERENCES:* 52

40. An object on a Windows Form object can be deleted by selecting it and pressing the ____ key.
    a. DELETE
    b. F3
    c. BACKSPACE
    d. F5
*ANSWER:* a
*POINTS:* 1
*REFERENCES:* 53

41. A(n) ____ object is used to hold an image on a Windows Form object.
    a. Frame
    b. Image
    c. PictureBox



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d. GraphicObject

*ANSWER:* c
*POINTS:* 1
*REFERENCES:* 55

42. A prefix of ____ should be used when naming a PictureBox object.

a. img
b. pbx
c. pcb
d. pic

*ANSWER:* d
*POINTS:* 1
*REFERENCES:* 56

43. To select multiple objects on a Windows Form object, you must hold down the ____ key while clicking the objects to be selected.

a. ALT
b. CTRL
c. DELETE
d. SHIFT

*ANSWER:* b
*POINTS:* 1
*REFERENCES:* 58

44. A blue line, called a ____ line, that appears when you are dragging a GUI object on a Windows Form object indicates that the object being dragged is horizontally aligned with the object connected by the blue line.

a. key
b. base
c. hot
d. snap

*ANSWER:* d
*POINTS:* 1
*REFERENCES:* 68

45. You should ____ as the first phase of the program development life cycle.

a. design the user interface
b. gather and analyze the program requirements
c. code the program
d. document the program

*ANSWER:* b
*POINTS:* 1
*REFERENCES:* 70

46. You should ____ as the second phase in the program development life cycle, after the program requirements have



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been gathered and analyzed.

a. design the program processing objects
b. code the program
c. design the user interface
d. document the program

*ANSWER:* c
*POINTS:* 1
*REFERENCES:* 70

47. ____ is the last phase of the program development life cycle.

a. Documenting the program/system
b. Testing the program/system
c. Discarding the program/system
d. Maintaining the program/system

*ANSWER:* d
*POINTS:* 1
*REFERENCES:* 71

48. ____ a program means writing down in a prescribed manner the instructions for using the program, the way in which the program performs its tasks, and other items that users, other developers, and management might require.

a. Documenting
b. Labeling
c. Indexing
d. Texting

*ANSWER:* a
*POINTS:* 1
*REFERENCES:* 71

49. A ____ document identifies the purpose of the program being developed, the application title, the procedures to be followed when using the program, any equations and calculations required, any conditions within the program that must be tested, and any notes and restrictions that must be followed by the program.

a. notes
b. requirements
c. restrictions
d. matrix

*ANSWER:* b
*POINTS:* 1
*REFERENCES:* 72

50. ____ is another name for the user interface.

a. PictureBox
b. Windows Form
c. Presentation layer
d. Application matter



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*ANSWER:* c
*POINTS:* 1
*REFERENCES:* 74

51. Visual Studio 2015 is an integrated development environment.
    a. True
    b. False
*ANSWER:* True
*POINTS:* 1
*REFERENCES:* 30

52. Before beginning to design the user interface, the developer should know how to use certain Visual Studio and Visual Basic RAD tools because these tools are used in the design process.
    a. True
    b. False
*ANSWER:* True
*POINTS:* 1
*REFERENCES:* 32

53. A project created in Visual Studio is equivalent to a single screen.
    a. True
    b. False
*ANSWER:* False
*POINTS:* 1
*REFERENCES:* 34

54. When creating a new project using Visual Studio, you first must select the programming language to be used.
    a. True
    b. False
*ANSWER:* True
*POINTS:* 1
*REFERENCES:* 34

55. A Windows Desktop project will create a program that is designed to run using a Web browser.
    a. True
    b. False
*ANSWER:* False
*POINTS:* 1
*REFERENCES:* 34

56. The Windows Form object is the fundamental object in the GUI you will create using Visual Studio tools.
    a. True
    b. False
*ANSWER:* True



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*POINTS:* 1
*REFERENCES:* 37

57. The Toolbar contains the GUI components that you can use when designing the form.
    a. True
    b. False
*ANSWER:* False
*POINTS:* 1
*REFERENCES:* 37

58. The Auto Display button controls whether or not the Toolbox is permanently open.
    a. True
    b. False
*ANSWER:* False
*POINTS:* 1
*REFERENCES:* 39

59. When the Toolbox is in Dockable mode, it cannot be moved.
    a. True
    b. False
*ANSWER:* False
*POINTS:* 1
*REFERENCES:* 39

60. By default, the Properties window is shown in the left section of the Visual Studio window.
    a. True
    b. False
*ANSWER:* False
*POINTS:* 1
*REFERENCES:* 40

61. If the Solution Explorer window is not displayed on your screen, you can display the window by tapping or clicking View on the menu bar and then tapping or clicking Solution Explorer on the View menu.
    a. True
    b. False
*ANSWER:* True
*POINTS:* 1
*REFERENCES:* 41

62. It can become confusing if you do not have unique identifying names for each Form object you have within a project.
    a. True
    b. False
*ANSWER:* True
*POINTS:* 1



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*REFERENCES:* 42

63. The Caption property is used to set the contents of the title bar of a Windows Form object.
    a. True
    b. False
*ANSWER:* False
*POINTS:* 1
*REFERENCES:* 42

64. You do not have to select a property in order to change it.

    a. True
    b. False
*ANSWER:* False
*POINTS:* 1
*REFERENCES:* 42

65. The size of a GUI object can only be changed by using the Size property.
    a. True
    b. False
*ANSWER:* False
*POINTS:* 1
*REFERENCES:* 44

66. You can add a .NET component to a Windows Form object by double-tapping or double-clicking the .NET component in the Toolbox.
    a. True
    b. False
*ANSWER:* True
*POINTS:* 1
*REFERENCES:* 46

67. A Label object can only contain one line of text.
    a. True
    b. False
*ANSWER:* False
*POINTS:* 1
*REFERENCES:* 49

68. You can use the Text property of a Label object to change the size and appearance of the text.
    a. True
    b. False
*ANSWER:* False
*POINTS:* 1



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*REFERENCES:* 50

69. When you change the size of the font used in a Label object, the Label object will automatically expand to accommodate the changed font.

a. True

b. False

*ANSWER:* True
*POINTS:* 1
*REFERENCES:* 51

70. An object must be dragged into position when you want to center it on a Windows Form object.

a. True

b. False

*ANSWER:* False
*POINTS:* 1
*REFERENCES:* 52

71. The Undo button cannot be used to restore an object that has been deleted.

a. True

b. False

*ANSWER:* False
*POINTS:* 1
*REFERENCES:* 54

72. When aligning several GUI objects, the first object selected is the controlling object, and the other objects will be aligned with it.

a. True

b. False

*ANSWER:* True
*POINTS:* 1
*REFERENCES:* 58

73. To change the contents of the text that appears on the face of a Button object, you must use the Caption property.

a. True

b. False

*ANSWER:* False
*POINTS:* 1
*REFERENCES:* 64

74. The mouse pointer changes to a double-headed arrow to indicate that you can drag to change the size of a button object, for example.

a. True

b. False

*ANSWER:* True



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*POINTS:* 1
*REFERENCES:* 64

75. When you save a Visual Basic project the first time, you must select the location where the project is to be saved.
a. True
b. False
*ANSWER:* True
*POINTS:* 1
*REFERENCES:* 69

76. Visual Studio 2015 is the _____ that is used when writing Visual Basic programs.
*ANSWER:* integrated development environment
*POINTS:* 1
*REFERENCES:* 30

77. A(n) _____ is a program that will include a user interface whose windows are created using the Windows operating system.
*ANSWER:* Windows Desktop project
*POINTS:* 1
*REFERENCES:* 34

78. The Toolbox is the primary tool you use to place _____ such as buttons on the Windows Form object.
*ANSWER:* .NET components
Objects
*POINTS:* 1
*REFERENCES:* 37

79. When the Pushpin icon on the Auto Hide button is vertical, the Toolbox is said to be in _____ mode.
*ANSWER:* dockable
Dockable

*POINTS:* 1
*REFERENCES:* 39

80. If the properties in the Properties window do not appear in alphabetical order, tap or click the _____ button to place them in alphabetical order.
*ANSWER:* Alphabetical
*POINTS:* 1
*REFERENCES:* 40



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Name:_____ Class:_____ Date:_____

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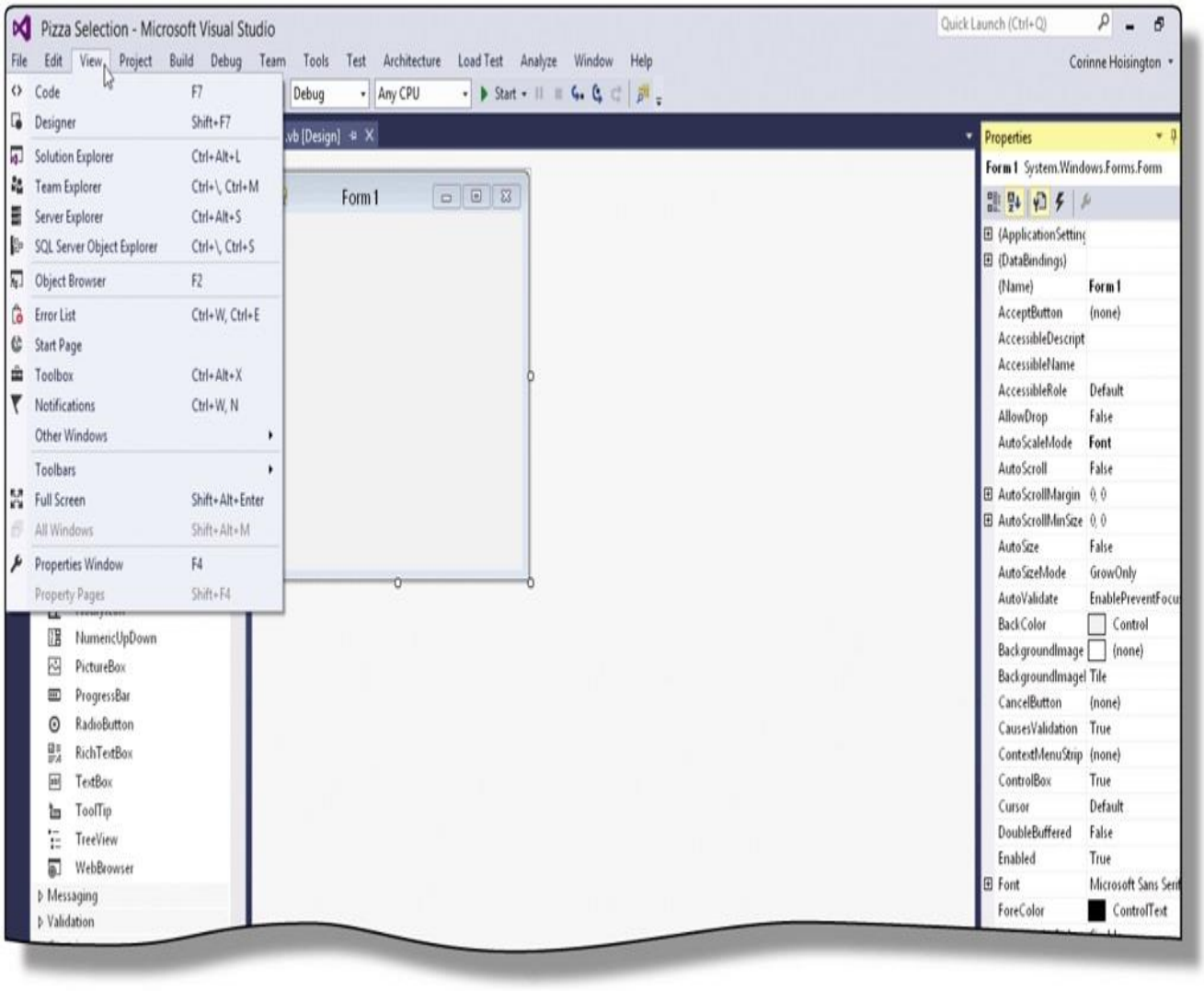


81. When an object is selected in Visual Studio, as shown in the accompanying figure, _____ and a heavier border appear on the outer edges of the object.

*ANSWER:* sizing handles
*POINTS:* 1
*REFERENCES:* 41
*PREFACE NAME:* VB0213

82. When a Windows Form object has been resized, the exact size in numbers of horizontal and vertical pixels is shown on the _____ bar.

*ANSWER:* status
*POINTS:* 1
*REFERENCES:* 44

83. The default contents of a Label object can be changed by using the _____ property.

*ANSWER:* Text
*POINTS:* 1



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*REFERENCES:* 48

84. An object on a Windows Form object can be deleted by selecting it and pressing the _____ key on the keyboard.
*ANSWER:* DELETE
*POINTS:* 1
*REFERENCES:* 53

85. You can resize a GUI object to be the same size as another GUI object by using the Make Same Size command on the _____ menu.
*ANSWER:* Format
*POINTS:* 1
*REFERENCES:* 59

86. _____ means that one element in the GUI is lined up horizontally and/or vertically with another element in the window.
*ANSWER:* Alignment
*POINTS:* 1
*REFERENCES:* 60

87. A(n) _____ object is generally used on a form to cause an event to occur when the program is executing.
*ANSWER:* Button
*POINTS:* 1
*REFERENCES:* 62

88. A prefix of _____ should be used when naming a Button object.
*ANSWER:* btn
*POINTS:* 1
*REFERENCES:* 64

89. A snap line that is colored _____ indicates that the text within an object is aligned with the text in another object.
*ANSWER:* red
*POINTS:* 1
*REFERENCES:* 66

90. Program _____ is the set of instructions, written using a programming language such as Visual Basic 2015, that a computer executes.
*ANSWER:* code
*POINTS:* 1
*REFERENCES:* 71

91. Program and system _____ is the process of changing and updating programs.
*ANSWER:* maintenance
*POINTS:* 1



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*REFERENCES:* 71

92. A(n) _____ is a sequence of actions a user will perform when using the program.
*ANSWER:* use case
*POINTS:* 1
*REFERENCES:* 73

93. A(n) _____ specifies each of the use case sequences of actions by describing what the user will do and how the program will respond.
*ANSWER:* Use Case Definition
*POINTS:* 1
*REFERENCES:* 73

94. A(n) _____ is a model of a software product or information system built for customer approval.
*ANSWER:* prototype
*POINTS:* 1
*REFERENCES:* 74

95. User interface designs with no functionality, called _____, are created for approval of the design only.
*ANSWER:* mock-ups
*POINTS:* 1
*REFERENCES:* 74

*Identify the letter of the choice that best matches the phrase or definition*
a. presentation layer
b. Dockable
c. blue
d. sizing handles
e. title bar
f. use case
g. PictureBox
h. lbl
i. red
j. btn
*REFERENCES:* 74
37
73
39
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56
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68
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47



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96. Another name for the user interface
*ANSWER:* a
*POINTS:* 1

97. After a project has been created in Visual Studio, the project name will be displayed on this part of the Visual Studio window
*ANSWER:* e
*POINTS:* 1

98. The sequence of actions a user will perform when using the program
*ANSWER:* f
*POINTS:* 1

99. The Pushpin icon on the Auto Hide button of the Toolbox will appear in a vertical position when the Toolbox is in this mode
*ANSWER:* b
*POINTS:* 1

100. When an object is selected on a Windows Form object, these will appear on the object
*ANSWER:* d
*POINTS:* 1

101. When the mouse pointer is inside this kind of object, it changes to a crosshair with four arrowheads
*ANSWER:* g
*POINTS:* 1

102. A Button object's name should have this prefix
*ANSWER:* j
*POINTS:* 1

103. Kind of snap line that indicates that the edges of two objects are vertically aligned
*ANSWER:* c
*POINTS:* 1

104. Kind of snap line that indicates text within an object is aligned with the text in another object
*ANSWER:* i
*POINTS:* 1

105. A Label object's name should have this prefix
*ANSWER:* h
*POINTS:* 1

106. What are the methods for placing a .NET component from the Toolbox on the Windows Form object?
*ANSWER:* In addition to dragging a .NET component from the Toolbox to the Windows Form object, you can place an object on the Windows Form object by double-tapping or double-clicking the .NET component in the Toolbox. You can move and resize the object after placing it on the Windows Form object. You also can



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tap or click the .NET component in the Toolbox and then tap or click the Windows Form object at the desired location for the object. The object will be placed where you tapped or clicked.

*POINTS:* 1
*REFERENCES:* 46
*TOPICS:* Critical Thinking

107. Define alignment and explain its significance with regard to PictureBox objects, for example.

*ANSWER:* When designing a GUI, you should consider aligning the elements to create a clean, uncluttered look for the user. Alignment means one element in the GUI is lined up horizontally (left and right) or vertically (up or down) with another element in the window. When you want to align objects already on the Windows Form object, select the objects to align and then specify the alignment you want. The first object selected is the controlling object; when aligning, this means the other objects that are selected will be aligned on the first object selected.

*POINTS:* 1
*REFERENCES:* 60
*TOPICS:* Critical Thinking

108. Discuss three methods for opening a saved project.

*ANSWER:* Method 1: Double-tap or double-click the solution file in the folder where it is stored. This method will open the solution and allow you to continue your work.
Method 2: With Visual Studio open, tap or click the Open File button on the Standard toolbar, locate the solution file, and open it in the same manner you do for most Windows programs.
Method 3: With Visual Studio open, tap or click File on the menu bar and then point to Recent Projects and Solutions on the File menu. A list of the recent projects is displayed. Tap or click the name of the project you want to open. This method might not work well if you are using a computer that is not your own because other projects might be listed.

*POINTS:* 1
*REFERENCES:* 70
*TOPICS:* Critical Thinking

**Case 2-1**

Professor Mackenzie is answering questions from students in her class as she explains the program development life cycle in her introductory Visual Basic course.

109. Some of her students have been confusing the order of the various steps and phases and she wants to correct any misunderstandings about it. Which of the following can the professor give as the correct order for the steps in the program development life cycle?

a. Gather and analyze the program requirements, design the program processing objects, design the user interface, code the program, document the program/system, test the program, and maintain the program/system
b. Design the user interface, design the program processing objects, gather and analyze the program requirements, code the program, test the program, document the program/system, and maintain the program/system
c. Gather and analyze the program requirements, design the user interface, design the program processing objects, code the program, test the program, document the program/system, and maintain the program/system
d. Gather and analyze the program requirements, code the program, design the user interface, design the program processing objects, test the program, document the program/system, and maintain the program/system



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**Chapter 02: Program and Graphical User Interface Design**

*ANSWER:* c
*POINTS:* 1
*REFERENCES:* 70-71
*PREFACE NAME:* Case 2-1
*TOPICS:* Critical Thinking

110. When does Professor Mackenzie tell her students that program documentation should occur?
a. As the program requirements are being gathered and analyzed.
b. Before the user interface and program processing objects are designed
c. As the program is being designed and coded, and after that process is completed.
d. After the program has been successfully tested.

*ANSWER:* c
*POINTS:* 1
*REFERENCES:* 71
*PREFACE NAME:* Case 2-1
*TOPICS:* Critical Thinking

**Case 2-2**
You and Ellen are cramming for your exam about the second phase of the program development life cycle, the design of the user interface.

111. As you recount the design principles to Ellen during your study session, which of the following is NOT one that you share with her?
a. If the user interface is too simple to use, the user will not trust that it is sufficiently robust.
b. Use of the interface should feel natural and normal.
c. A good user interface provides the most appropriate object for each requirement.
d. The objects in the interface must be arranged in the sequence in which they are used so the user can move from item to item on the screen in a logical, straightforward manner.

*ANSWER:* a
*POINTS:* 1
*REFERENCES:* 74-75
*PREFACE NAME:* Case 2-2
*TOPICS:* Critical Thinking

112. Ellen tells you the percentage of program design time that developers spend on the user interface. You think that she is exaggerating but then you double-check and see that she is right. What range does she give you?
a. 25 percent to 39 percent
b. 30 percent to 48 percent
c. 35 percent to 60 percent
d. 39 percent to 70 percent

*ANSWER:* a
*POINTS:* 1
*REFERENCES:* 74
*PREFACE NAME:* Case 2-2



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Name:_____ Class:_____ Date:_____

**Chapter 02: Program and Graphical User Interface Design**

*TOPICS:* Critical Thinking



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