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CHAPTER 2—Dive Into® Visual Studio Community

Test Item File

2.1 Introduction

1. The purpose of the Visual Studio Community is to
a) create a program.
b) run a program.
c) debug a program.
d) All of the above.
Answer: d

2. (True/False) Visual Studio Community can be used to create apps only in C#.
Answer: False. It can create apps in a variety of .NET languages.

3. (True/False) Dragging and dropping predefined building blocks into place is part of visual programming in C#.
Answer: True.

2.2 Overview of the Visual Studio Community 2015 IDE

1. By default, the Visual Studio Community2015 IDE assigns this name to a new Windows Forms project:
a) **NewProject1**
b) **WindowsFormsApplication1**
c) **NewProject**
d) **MyProject**
Answer: b

2. A _____ is a window used to communicate with users.
a) form
b) control
c) dialog
d) None of the above.
Answer: c

3. The Microsoft Developers Network (MSDN) online library provides:
a) tutorials
b) articles
c) downloads
d) All of the above.
Answer: d

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4. (True/False) To make a new project you have to go into the Get Started section.
Answer: False. There are many ways to create a new project.

5. (True/False) You cannot browse the web from within the Visual Studio Community environment.
Answer: False. You *can* browse the web from within the Visual Studio Community environment.

6. (True/False) A solution is a group of related files, such as C# code, images and documentation.
Answer: False. A project is a group of related files, a solution is a group of projects that represent a complete app or a set of related apps.

2.3 Menu Bar and Toolbar

1. This menu contains commands for opening projects, closing projects, printing project data, etc.
a) **View** menu
b) **Edit** menu
c) **Tools** menu
d) **File** menu
Answer: d

2. The **View** menu:
a) Contains commands for displaying IDE windows and toolbars
b) Contains commands for arranging a form's controls.
c) Contains commands for managing a project and its files.
d) Contains commands for compiling a program.
Answer: a

3. (True/False) Commands for managing the IDE and for developing, maintaining and executing programs are contained in the menus, which are located on the menu bar.
Answer: True.

4. (True/False) The programmer can also access all the commands in the menus from the toolbar.
Answer: False. The programmer can access certain commonly used commands from the toolbar.

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2.4 Navigating the Visual Studio IDE

1. If the **Solution Explorer** is not shown, select _____.
a) **View > Solution Explorer**
b) **File > Solution Explorer**
c) **Edit > Solution Explorer**
d) **Tools > Solution Explorer**
Answer: a

2. The **Properties** window
a) allows you to modify control's properties without writing any code.
b) displays a control's information.
c) has the same set of options for every control.
d) a and b
e) a and c
Answer: d

3. (True/False) Autohide enables the tool box to shrink down to the edge of the screen.
Answer: True.

4. (True/False) The Solution Explorer window provides access only to *certain* files in the solution.
Ans: False, Solution Explorer provides access to *all* files in the solution.

5. (True/False) The toolbox contains icons representing controls used to customize forms.
Answer: True.

2.5 Help Menu and Context-Sensitive Help

1. Microsoft provides extensive help documentation via the _____ menu.
a) **Assist**
b) **Aid**
c) **Support**
d) **Help**
Answer: d

2. Visual Studio provides _____ pertaining to the "current content" (that is, the terms around the location of the mouse cursor).
a) content-sensitive help
b) context-sensitive help
c) location-sensitive help
d) mouse-sensitive help
Answer: b

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2.6 Visual Programming: Creating a Simple App that Displays Text and an Image

1. The `PictureBox` control is used to display:
a) text and images
b) only images
c) only text
d) colors
Answer: b

2. Which of the following is *not* a supported image format in Visual Studio 2012:
a) GIF
b) TIF
c) PNG
d) JPEG
Answer: b

3. (True/False) The text in the form's title bar is determined by the form's `Text` property.
Answer: True.

4. (True/False) Clicking `BackColor` in the Properties window allows you to change the form's background color.
Answer: True.

5. (True/False) The behavior of a C# program is specified through conventional programming, i.e., writing code.
Answer: True.

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