##### Chapter 1

#### Review Questions

1. b IDE
2. a blueprint, tree house
3. a designer
4. a True
5. c Properties
6. d Solution Explorer
7. a picMy.Dog
8. b Text
9. b File Name
10. d StartPosition
11. c MaximizeBox
12. c Name
13. d Text
14. b an asterisk (\*)
15. c Close Solution
16. b .sln
17. d All of the above.
18. a The reference control has white sizing handles.
19. a Me.Close()
20. c project’s bin\Debug
21. The Text property controls the text that appears in the form’s title bar. The user reads the Text property while the application is running. The Name property assigns a name to the form. The programmer uses the name to refer to the form in code.
22. A form is the object shown in the designer window. It appears on the screen when the application is running. A form file is the disk file that contains the code associated with the form.
23. The dot member access operator indicates that the Label class is a member of the Forms namespace, which is a member of the Windows namespace, which is a member of the System namespace.
24. Syntax refers to the rules of a programming language.
25. Open the Project Designer window. The name of the startup form appears in the Startup form list box on the Application pane.

#### Exercises

1. See the VB2017\Chap01\Florist Solution files.
2. See the VB2017\Chap01\Florist Solution-Modified files.
3. See the VB2017\Chap01\Jackets Solution files.
4. See the VB2017\Chap01\Colors Solution files.
5. See the VB2017\Chap01\Colors Solution-Modified files.
6. See the VB2017\Chap01\Emoji Solution files.
7. See the VB2017\Chap01\Jackets Solution-Modified files.
8. See the VB2017\Chap01\Texting Solution files.
9. The OnYourOwn Solution files will vary. However, the application must adhere to the minimum guidelines listed in Figure 1-43 in the book.
10. See the VB2017\Chap01\FixIt Solution files. In part d, the btnExit\_MouseClick procedure contains the Me.Close() statement. The statement should be entered in the btnExit\_Click procedure.