

Key Terms

assignment statement	30	namespace	23
AutoCorrect	45	object	4
Button	19	object-oriented programming (OOP)	3
class	4	Pascal casing	48
clean compile	48	PrintForm	40
code	6	procedure	29
component tray	40	Professional version	5
context menu	23	Properties window	13
context-sensitive Help	50	property	4
control	3	pseudocode	6
debug time	14	remark	30
debugging	47	resizing handle	21
Declarations section	42	run time	14
design time	14	run-time error	44
Document window	14	snap lines	21
event	4	solution	7
event procedure	30	Solution Explorer window	13
Express version	5	solution file	8
form	3	sub procedure	29
Form Designer	13	syntax error	44
graphical user interface (GUI)	3	Text property	25
handle	13	toolbar	12
Help	13	toolbox	13
integrated development environment (IDE)	8	Ultimate version	5
Label	19	user interface	6
logic error	44	Visual Studio environment	8
method	4		

Review Questions

1. What are objects and properties? How are they related to each other?
2. What are the three steps for planning and creating Visual Basic projects? Describe what happens in each step.
3. What is the purpose of these Visual Basic file types: .sln, .suo, and .vb?
4. When is Visual Basic in design time? run time? debug time?
5. What is the purpose of the Name property of a control?
6. Which property determines what appears on the form for a Label control?
7. What is the purpose of the Text property of a button? the Text property of a form?
8. What does PushButton_Click mean? To what does PushButton refer? To what does Click refer?
9. What is a Visual Basic event? Give some examples of events.
10. What property must be set to center text in a label? What should be the value of the property?