

Name _____

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Choose the Discovering computers 2008

Go to Ch 13 Programming Languages

Select Student Labs

Choose Visual Programming. There are 6 sections. You will do all.

Answer these questions:

1. What is the focal point of the visual program?
2. What are these steps referred to? Design, defining object properties, writing code, running the program, finding errors.
3. Every visual program contains a _____
4. What are the 6 objects that a user interface can have?
5. You must _____ the properties associated with an object.
6. What is/are a properties attributes?
7. Which comes first, the object or the code?
8. What is compiling?
9. Your Review score for the 1st option:

10. Visual programming is based on the _____ standard.
11. What is structured programming?
12. Where are commands located in the program?
13. An object-oriented program is designed to divide a program into a series of _____

14. Why would locating and modifying data be easier with an object-oriented program?

15. What is the main concept behind object-oriented programming?

16. Commands used to manipulate data can be referred to as _____

17. If you need to change the way your program access specific data, what do you do?

18. What is the first step if you want to create a well-designed object-oriented program?

19. Do the practice. What is your score for the Review?

20. What is the most widely used visual programming language?

21. What is the latest version of this programming language?

22. You begin program development by _____

23. What is the blank form the displays in the center of the screen?

24. What are the main tools you will use in the Visual Studio environment?

25. Do the practice for Using Visual Basic. What is your score for the Review?

26. The user interface is the _____ of a visual program, and the first step in developing a visual program is _____

27. What does it mean for the user interface to be intuitive?

28. Controls are _____

29. Where do you find the controls to desing a form?

- 30. What does a label box do?
 - 31. Each of the objects placed on the form has _____
 - 32. What is an event?
 - 33. Each procedure contains _____
 - 34. What does the code editor do?
 - 35. What is a procedure?
 - 36. Where is the body of a procedure placed?
 - 37. What color are keywords?
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- 38. What is the simplest way to test your program?
- 39. How would you identify an executable file?
- 40. What is functionality?
- 41. What are 3 ways to run a program?
- 42. What are 2 types of executable files?

When you get done with all questions, and Reviews, print your reviews at the very end. (it will probably say you have 3 pages.....) Staple those review results with this paper.