

True/False

1. A value of 1000 typed into the Interval property of a Timer is equivalent to one second.
2. A Timer appears on the form interface and is visible to the user at run-time.
3. The prefix tmr should be used when naming Timer objects.
4. The PlaySound method can be used to play wav and mp3 audio files.
5. Using a value of 10 in a Timer's Interval property will make an animated object move faster than a value of 1000.
6. You can stop a Timer by using its Stop method.
7. We studied how a Timer can be used to show the elapsed time during a program's execution.
8. It is effective to type animation and collision detection code into the Click method of a Timer.
9. Visual Basic can convert text into a spoken voice.
10. If you double-click a Timer object in the Design window, your blinking cursor appears in the Timer's Tick method in the Code window.

Fill in the Blank

11. The number _____ must be typed into a Timer's Interval property in order of the Timer's Tick method to execute every **two** seconds.
12. The _____ method can be used to make the computer convert text to speech.
13. Code can be placed in a Timer's _____ method to animate an enemy on a form without the user having to press any keys or buttons.

Short Answer – Write code segments to perform the following tasks. Documentation is not necessary. It is also not necessary to declare variables that are mentioned in the exercise unless the exercise specifically requires you to declare variables.

14. Write a statement that would be used to play a wav audio file named “boing.wav”.
15. Fill in the Tick method for a Timer named tmrEnemy so that picEnemy moves **across the form from right to left** and wraps around to the right edge when it hits the left edge of the form.

```
Private Sub tmrEnemy_Tick(. . .)
```

```
End Sub
```

16. Write an If statement that turns off a Timer named tmrEnemy when the variable mTimeElapsed is less than or equal to zero.
17. Write out the Hello World program on the back of this paper.