

Part I - True/False

1. The statement `Form1(picPlayer.Right) = Form2(picPlayer.Right) + 10` could be used on a form named `Form1` to move a picture box named `picPlayer` that is located on a form named `Form2`.
2. Global functions placed in a code module are fine to use in a program.
3. `Me.Visible = False` hides the current form.
4. The default value that is placed in the textbox of an input box can be specified using the third parameter of an `InputBox` command.
5. You can add at least 3 or more forms to a project.
6. Input boxes have a `Show` method.
7. An `About` form should be the first form that is displayed when a game project is executed.
8. A new form can be added to a project using the `Insert/Add New Form` menu command.
9. Message boxes are usually smaller than a whole form.
10. A simple message box only has one button with the word "Yes" on the button.
11. A message box has an area where the user can input a number or word.
12. A code module has no interface.
13. A form has no interface.
14. It is possible to write code that makes an icon appear on a message box.
15. There are numbers associated with the buttons of an advanced message box that can be used in `If` statements to make a program more user friendly.
16. A message box's `Show` method returns an integer value based on which button on the message box was clicked by the user.

Part II - Fill in the Blank

1. The prefix for a global variable that is an `Integer` should be _____.
2. You can use a form's _____ method to make it visible.
3. What is the first word in the declaration statement of a global variable? _____

Part III - Write the following code segments.

1. Write a statement that shows a form named `Directions`. You should assume that `Directions` is not the current form.
2. Write a statement that causes an input box to appear with the question "What is your age?". The title bar of the input box should appear blank. The value that the user inputs into the input box should be stored in the variable `age` (which you can assume was already declared.)
3. Write a simple message box statement that displays "Hello Jupiter" in the body of the message box.
4. Write a statement that displays a message box that displays the message "Goodbye " concatenated to the name of the user which is stored in the variable `mUserName`. The message box should have "Tic Tac Toe" in its title bar.
5. On the back of the paper, write out the Hello World program.