

UNIT TEST REVIEW: INTRODUCTION TO VISUAL BASIC

This unit test will include everything we covered in **UNIT 2: Introduction to Visual Basic**, including how to use forms, labels, buttons, radio buttons, check boxes, text boxes, variables, input boxes, message boxes, combo boxes, etc.

PART I: KNOWLEDGE AND UNDERSTANDING (20 MARKS)

- ☞ Multiple Choice

PART II: THINKING (20 MARKS)

- ☞ Review how to declare and initialize variables and constants.
- ☞ Review how to use **InputBox** and **MsgBox** objects.

PART III: COMMUNICATION (20 MARKS)

- ☞ Review the rules that must be followed when naming variables in VB.
- ☞ Review the three (3) basic types of information computers store.
- ☞ Review the difference between **RadioButton** object and **CheckBox** objects.
- ☞ Review some of the VB functions we covered in class (e.g. **FormatNumber()**, **FormatCurrency()**, **Focus()**, **ControlChars.CrLf**, **CInt()**, **CStr()**, **CDbl()**, **Val()**, etc.).
- ☞ Review some of the VB operators we covered in class (e.g. *****, **/**, ****, **+**, **-**, **Mod**, **&**, etc.).

PART IV: APPLICATION (20 MARKS)

- ☞ Review how to write a program that uses text boxes, labels and buttons and that uses the **FormatNumber()** method.

PROGRAMMING EXERCISE

David Stern, the commissioner of the NBA, has recently expressed concerns about the scorekeeping system for the NBA Slam Dunk Competition. There have been allegations that the scorekeepers have had a history of miscalculating the competitors' scores. So to rectify this situation for this year's Skills Competition and to prevent human error, Mr. Stern is in search of someone to create a program that will calculate a competitor's score.



Your job is to create this program for Mr. Stern.

1. Create the following interface:

PictureBox

Label

Label

Label

Buttons

Label

Label

Text Boxes

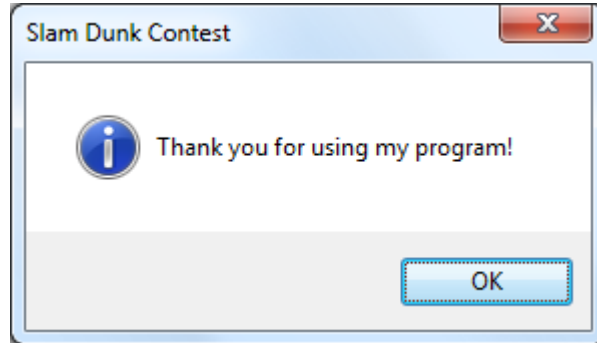
Label

2. When the user runs the program, he/she will need to input each judge's score which must be an integer between 0 and 10.
3. When the user clicks the **OK** button, the program must calculate the competitor's total score and then output the score in the bottom label. The competitor's score is the sum of each judge's score divided by 3.

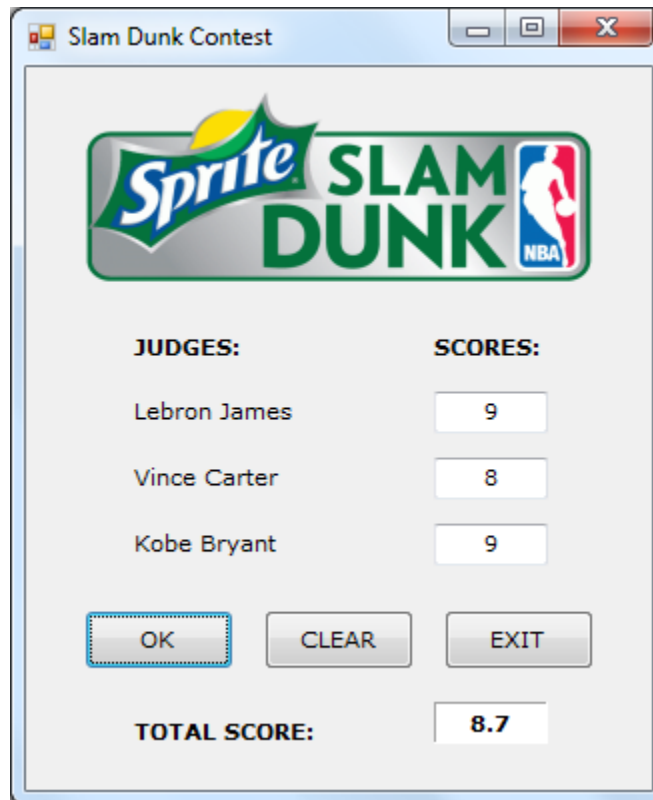
You will need to declare three **Integer** variables to store each judge's score and one **Double** variable to store the average score.

4. Be sure to use the **FormatNumber()** function so that the competitor's score is formatted to one decimal place.

- When the user clicks the **CLEAR** button the scores must be cleared and the focus should be returned to the first text box.
- When the user clicks the **EXIT** button the following message should be displayed before the program terminates.



- Your program output should look something like this:



- Save the program as **Slam Dunk Contest** in your **UNIT 2** folder.