

1. Write a statement that draws a circle on form named `frmMain`. The circle must be centered at the point (300, 400) and have a radius of 50.
2. Write a statement that draws a line segment on a form named `frmMain`. The line should extend from point (100, 200) to the point (300, 400).
3. Write a statement that generates a random integer between or including 1 and 100. The statement must assign the random value into the variable `intPosition`.
4. Write a function named `intDiceRoll` that generates and returns a random integer between or including 1 and 6.

5. Write a function named `intRandomRange` that generates and returns a random integer between or including the values stored in the parameters `intLow` and `intHigh`. The parameters `intLow` and `intHigh` are passed to the function by reference.

6. Write a form's `MouseMove` event procedure that allows the user to drag a shape object named `shpPlayer` around a form named `frmMain`. The event procedure must display a message box with the phrase "Out of Bounds" if the shape object has collided with the default boundaries of the form. You can assume that the form's `ScaleWidth` and `ScaleHeight` properties are both 100.

```
Private Sub Form_MouseMove(Button As Integer, Shift As Integer, _  
    X As Single, Y As Single)
```