

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.

```
frmMain.Circle (300, 400), 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).

```
frmMain.Line (100, 200) - (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`.

```
intPosition = Int(Rnd * 100) + 1
```

4. Write a function named `intDiceRoll` that generates and returns a random integer between or including 1 and 6.

```
Private Function intDiceRoll() As Integer  
    intDiceRoll = Int(Rnd * 6) + 1  
End Function
```

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.

```
Private Function intRandomRange(intLow As Integer, intHigh _  
    As Integer) As Integer  
    intRandomRange = Int(Rnd * (intHigh - intLow + 1)) + intLow  
End Function
```

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)  
  
    If (Button = vbLeftButton) Then  
        shpPlayer.Left = X          ' or shpPlayer.Left = X - shpPlayer.Width / 2  
        shpPlayer.Top = Y          ' or shpPlayer.Top = Y - shpPlayer.Height / 2  
  
        If (shpPlayer.Left < 0 Or shpPlayer.Left + shpPlayer.Width > 100 Or _  
            shpPlayer.Top < 0 Or shpPlayer.Top + shpPlayer.Height > 100) _  
            Then  
                MsgBox "Out of Bounds"  
            End If  
  
    End If  
  
End Sub
```