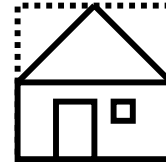


1. Write a general procedure named `DrawHouse` that draws a house on a form named `frmMain`. The house should look like the diagram provided below (the dotted line is the form itself). The house must include a door, a window, and a peaked roof. You can assume that the form's `ScaleWidth` and `ScaleHeight` properties are both 100. Use the form's `Line` method to draw the house as efficiently as possible. Document your code so that another VB programmer would know which statements produce corresponding parts of the house. You can assume the form's `ScaleWidth` and `ScaleHeight` properties are both zero.



not assigned

2. Write a statement that generates a random integer between or including 14 and 22. The statement must assign the random value into the variable `intRandom`.

```
intRandom = Int(Rnd * 9) + 14
```

3. Write a general procedure named `DrawRectangle` that draws a rectangle on a form named `frmMain`. The procedure receives 4 parameters, named `intTop`, `intLeft`, `intBottom`, `intRight`, that are passed by value. The top-left corner of the rectangle should have the x-coordinate `intLeft` and the y-coordinate `intTop`. The bottom-right corner of the rectangle should have the x-coordinate `intRight` and the y-coordinate `intBottom`.

```
Private Sub DrawRectangle(ByVal intTop As Integer, ByVal intLeft _  
    As Integer, ByVal intBottom As Integer, ByVal intRight As Integer)  
    frmMain.Line (intLeft, intTop) - (intRight, intTop)  
    frmMain.Line (intRight, intTop) - (intRight, intBottom)  
    frmMain.Line (intRight, intBottom) - (intLeft, intBottom)  
    frmMain.Line (intLeft, intBottom) - (intLeft, intTop)  
End Sub
```

4. Write a function named `sngComputeArea` that is passed a parameter named `sngWidth`, which is passed by value. The function should compute and return the area of a square with the width `sngWidth`.

```
Private Function sngComputeArea(ByVal sngWidth As Single) As Single  
    sngComputeArea = sngWidth * sngWidth  
End Function
```