

**Part I - True/False**

1. A VB project can include multiple child forms.
2. A Splash menu command is typically found under the File menu command.
3. The startup object of a project should usually be the project's `frmMain` form.
4. A standard code module does not have an interface.
5. SDI stands for multiple document interface.
6. The prefix for a standard code module should be `scm`.
7. A `Private Sub` general procedure can be called from any form in a project.
8. A form that has been hidden with the `Hide` method is also automatically unloaded from the project.
9. One control array could combine command buttons with text boxes.
10. `Sub Main` should be located in a project's splash form.

**Part II - Fill in the Blank**

11. A(n) \_\_\_\_\_ module is meant to contain reusable procedures and functions.
12. The `Forms` \_\_\_\_\_ includes all of the forms in a given project.
13. \_\_\_\_\_ is the opposite of `vbModeless`.
14. A `Timer` control's \_\_\_\_\_ property determines how often it's `Timer` event executes.
15. When you create a \_\_\_\_\_, each element of the array must have a different consecutively numbered `Index` property.

**Part III** – Neatly answer the following as completely as possible on lined paper. Use proper indentation and logical variable names. You do not have to add comments to your code segments though. If I cannot read your handwriting you will lose points.

1. Write a single statement that unloads a form named `frmSplash` from the memory of the computer.
2. Write a general procedure named `ShowForm` that is passed a form object parameter named `frmAnyForm` and that shows the form in such a way that the user is forced to interact with the form. Assume that this procedure is located in the project's standard code module so that it can be called from any form.
3. Write a `Click` event procedure for a control array of three command buttons named `cmdShell1`. If the user clicked on the first command button, the background of the form (which is named `frmMain`) must change to `vbGreen`. If the second command button is clicked the background of the form must change to `vbBlue`. If the third command button is clicked, all of the forms in the project must be unloaded and the project must end.
4. Write a `Timer` event procedure for a `Timer` named `tmrAnimate` that animates a shape object named `shpAirplane` across the screen from right to left. Assume that the timer's `Interval` property is set to 500 and assume that the form is named `frmMain`. The shape object does not have to wrap around to the right edge of the form when it goes off the left side.

