

Short Answer - Write code segments to perform the following tasks. Documentation is not necessary. It also is not necessary to declare variables that are mentioned in the exercise unless the exercise specifically requires you to declare variables.

1. Write a statement that removes the string “Bob” from the Items collection of a list box named lstNames.

```
lstNames.Items.Remove("Bob")
```

2. Write a statement that adds the string that is currently stored in a textbox named txtInput to the Items collection of a combo box named cboEntries.

```
cboEntries.Items.Add(txtInput.Text)
```

3. Write an If/ElseIf statement that displays a message box with the message “Wyomissing will lose” if the variable intScore is greater than 0 but less than 13. The statement must display a message box with the message “Wyomissing will win” if the variable intScore is greater than 12.

```
If (intScore > 0 and intScore < 13) Then
    MessageBox.Show("Wyomissing will lose")
ElseIf (intScore > 12) Then
    MessageBox.Show("Wyomissing will win")
End If
```

4. Write a statement that declares an array of floating-point values named dblNumbers which is capable of storing exactly 15 numbers.

```
Dim dblNumbers(15) As Double
or
Dim dblNumbers(14) As Double
or
Dim dblNumbers() As Double = {0,0,0,0,0,0,0,0,0,0,0,0,0,0,0}
```

5. Write one or more statement that computes the square root of 13 and displays that value in a message box.

```
Dim m As Math
MessageBox.Show(m.Sqrt(13))
```

6. Write a statement that uses a message box to display the first 3 letters of the string that is stored in a label named lblName.

```
MessageBox.Show(Mid(lblName.Text, 1, 3))
```

7. Write one or more statements that generates a pseudorandom integer between or including 1 and 6 and that assigns that value to a variable named intDiceRoll.

```
intDiceRoll = CInt(Rnd() * 6) + 1
```