

**Part I True/False** - Circle the numbers of the exercises that are false.

1. The `MessageBox.Show` method returns an integer value based on which button on the `MessageBox` was clicked.
2. It is possible to change the background color of a `MessageBox` with techniques learned in our VB class.
3. If the `Interval` property of a `Timer` object is set to the value 1000, the enabled `Timer` will execute every second since milliseconds are stored in the its `Interval` property.
4. OK and Cancel buttons appear in a message box if `MessageBoxButtons.OkCancel` is used as the *first* parameter of the `MessageBox.Show` method.
5. It is easy to play mp3 sound files with Visual Basic based on the techniques that we learned in this class.
6. The first line of a function is called the *function header*.
7. The return type of a function can be `Boolean`.
8. If you use a global variable, it should be placed in a code module rather than an ordinary form.
9. A function cannot be placed in a code module.

**Part II Write the Code**

1. Write a statement that hides the current form.
2. Write a statement that turns on a `Timer` object named `tmrMissile`.
3. Write a single call statement that calls a function named `Add` and assigns the value returned by the function to a variable named `dblResult`. Pass two parameters named `dblNum1` and `dblNum2` to the function `Add`.
4. Write a statement that assigns the string value entered into an `InputBox` to the variable `strName`. The prompt message "Enter your name" should appear inside the `InputBox`.
5. On the back, write a function named `DiceRoll` that is passed no parameters but it returns a random integer between 1 and 10.
6. On the back, write a function named `ComputePrice` that accepts two parameters, `dblBasePrice` and `dblTaxRate`. The method must calculate and return the total price of an item that has a base price of `dblBasePrice` and that is taxed with a tax rate of `dblTaxRate`. For example, if the `dblBasePrice` is 10 and `dblTaxRate` is 0.06 then the value 10.6 is returned.
7. On the back, write a function named `StringLength` that accepts a `String` parameter named `strWord` and returns the length of that string.