

**True/False**

1. The += is called a compound operator.
2. A menu command has a Checked property.
3. A submenu can have its own submenu.
4. The name for an Exit menu command should always be mnuExitFile.
5. A For loop that begins with the statement For J = 1 To 9 Step 2 would iterate 5 times.
6. In this VB course, we studied the Show method which can be used to enable a menu command.
7. An Exit menu command should always be placed under the File command.
8. The prefix for a MenuStrip object is ms.
9. The prefix for a menu command is mnu.
10. Too many submenus can cause confusion for the user.

**Fill in the Blank**

11. In the statement For J = 1 To 9 the variable J is called a \_\_\_\_\_ variable.
12. The \_\_\_\_\_ property of a menu command can be used to "gray out" the menu command.
13. The statement For J = 1 To 13 would cause a loop to iterate \_\_\_\_\_ times.
14. The statement For J = 23 To 54 would cause a loop to iterate \_\_\_\_\_ times.
15. The statement For J = 40 To 30 Step -2 would cause a loop to iterate \_\_\_\_\_ times.
16. The statement For J = 10 To 1 would cause a loop to iterate \_\_\_\_\_ times.

**Short Answer -** Write code segments to perform the following tasks.

17. Write a statement that places a checkmark next to a menu command named mnuColorRed.
18. Write a statement that enables a menu command named mnuSpeedSlow.
19. Write a For loop that displays "hello" in a message box exactly 10 times. Use J as the loop variable.

Answer the following on the back of this paper. Use J as your loop variable in each exercise.

20. Write a For loop that displays all of the **even integers** between and including 2000 and 2020 in a message box.
21. Write a For loop that displays all of the **odd integers** from 99 **down to** and including 9 in a message box.
22. Write a For loop that computes the sum of the integers from 1 to 5. Use intSum as the variable that keeps track of the running total. **Also, trace the For loop in the right margin.**
23. Write a For loop that would animate a PictureBox named picPlayer to the left 12 pixels at a time for an overall total of 36 pixels. You do not have to use the Threading.Thread.Sleep method.