

**True/False**

1. A picture box can be animated and moved **up** the screen by **subtracting** pixels from its Top property.
2. The default step size of a For loop is Step 1.
3. The loop `For J = 1 To 5` would iterate 5 times.
4. The loop `For J = 0 To 3` would iterate 3 times.
5. A For loop that begins with the statement `For J = 1 To 9 Step 2` would iterate 5 times.
6. The loop `For J = 1 To 5 Step 2` would iterate 5 times.
7. The loop `For J = 5 To 1 Step -1` would iterate 5 times.
8. In the loop `For J = 1 To 5` the variable J is the *loop variable*.
9. The verb *increment* means "to add one."
10. A For loop can be used to animate a PictureBox on a form.

**Fill in the Blank**

11. In the statement `For J = 1 To 9` the variable J is called a \_\_\_\_\_ variable.
12. The keyword \_\_\_\_\_ is the last line of a For loop.
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. Use J as the loop variable.

17. Write a For loop that displays "hello" in a message box exactly 10 times.
18. Write a For loop that displays all of the **even integers** between and including 20 and 28 in a message box.
19. Write a For loop that computes the sum of the integers from 5 to 7. Use sum as the variable that keeps track of the running total. **Also, trace the For loop in the right margin.**  

<u>sum</u>	<u>J</u>
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20. Write a For loop that would animate 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 or Me.Refresh statements.
21. Write out the Hello World program.