

True/False

1. A value of 1000 typed into the `Interval` property of a `Timer` is equivalent to one second.
2. A `Timer` appears on the form interface and is visible to the user at run-time.
3. The prefix `tmr` should be used when naming `Timer` objects.
4. The `PlaySound` method can be used to play wav and mp3 audio files.
5. Using a value of 10 in a `Timer`'s `Interval` property will make an animated object move faster than a value of 1000.
6. You can stop a `Timer` by using its `Stop` method.
7. We studied how a `Timer` can be used to show the elapsed time during a program's execution.
8. It is effective to type animation and collision detection code into the `Click` method of a `Timer`.
9. Visual Basic can convert text into a spoken voice.
10. If you double-click a `Timer` object in the Design window, your blinking cursor appears in the `Timer`'s `Tick` method in the Code window.

Fill in the Blank

11. The number _____ must be typed into a `Timer`'s `Interval` property in order of the `Timer`'s `Tick` method to execute every **two** seconds.
12. The _____ method can be used to make the computer convert text to speech.
13. Code can be placed in a `Timer`'s _____ method to animate an enemy on a form without the user having to press any keys or buttons.

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

14. Write a statement that would be used to play a wav audio file named “boing.wav”.
15. Fill in the `Tick` method for a `Timer` named `tmrEnemy` so that `picEnemy` moves across the form from right to left and wraps around if it hits the left edge of the form.

```
Private Sub tmrEnemy_Tick(. . .)
```

```
End Sub
```

16. Write an `If` statement that turns off a `Timer` named `tmrEnemy` when the variable `mintTimeElapsed` is less than or equal to zero.