

VB205 Midterm Exam Review Guide Fall 2011

Be sure to review lessons 9 & 10 as well as the work we did on the Review Lesson from VB106. There are 50 true/false & multiple choice questions (100 pts.).

Be sure you have read chapters 1-8, 20, & 24 in Murach.

Things you must know:

- Three-tier architecture design and reasons for its use
- Constructors, what are they.
- Overloaded methods vs. overloaded constructors
- Access modifiers: Public, Friend, Protected, Private
- What is a collection?
- How Windows manages tasks.
- Threads, threading, multitasking, asynchronous threads
 - Processes, app domains, assemblies, tasks, queues
 - Review the model I showed you in class... all that junk on the board
- Namespaces (where are form controls located?)
- How do you launch the default browser?
- Counted vs. logical loops
- For – Each loops. What are they good for? How to code them.
- ByVal vs. ByRef
- Arguments & parameters
- VB functions vs. subs
- MDI applications: parent vs. child forms
 - How to show child forms in a vertical format
 - How to create a parent form
 - How to show a form and tell it who its parent is
 - Modal vs. non-modal forms.
 - How to work with menus
 - How to close an active form'
 - How to close a multi-form application (not MDI)
- Classes, objects, instantiation
 - How to instantiate a class
 - How to use a class without instantiating it
 - Review Access modifiers for a class

- What does Visual Studio use references for?
- Main vs. background threads. Background worker component
 - UI thread is used for what?
 - What event is used to run code on a background thread in the background worker component?
 - How to cancel or show progress in a background thread
- Handling multiple controls in one event handler
 - Make sure you understand the signature of an event:
 - Sender as Object, e As System.[EventArgs](#)
 - What is casting, boxing, unboxing?
- VB value types vs. reference types: where are they stored?
- How to create a new .dll in VS. What type of project do you use?
 - How to test your new dll
- How to use imports statements