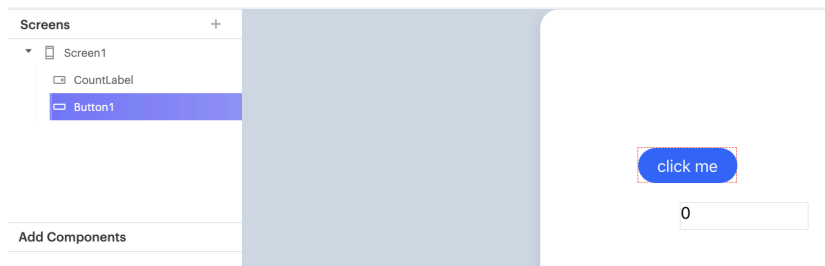
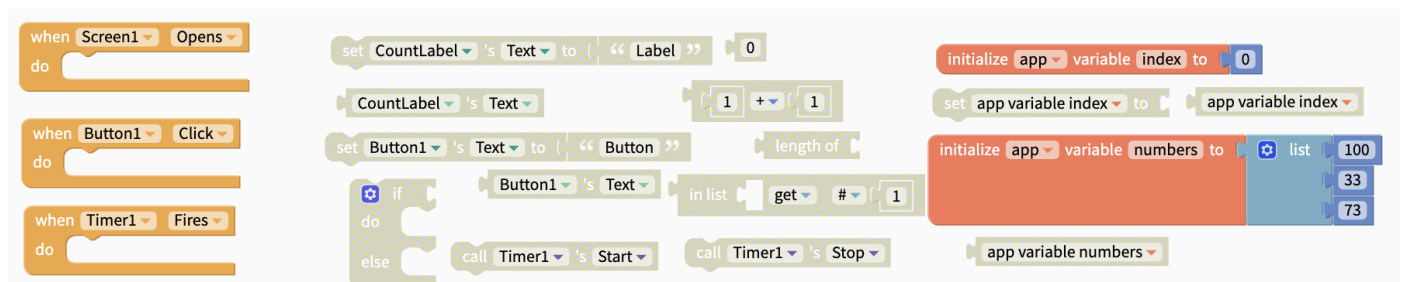


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Sample Test Coding Questions

Consider the following UI and blocks



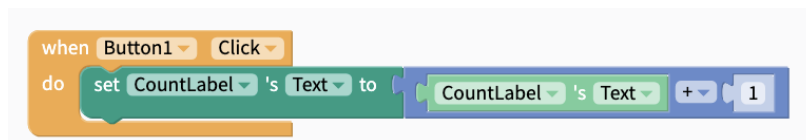
Button1 is the one with “click me” on it. CountLabel is the label with a 0.



a. Code blocks that show, in CountLabel, how many times Button1 has been clicked.

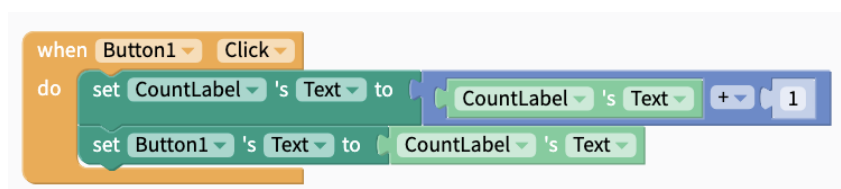
Answer:

In the Designer, or Screen.Opens, make sure CountLabel.Text is set to 0. Then here are the blocks:



b. Modify the code so that Button1 also shows how many times it has been clicked. Specify any changes you might need in the initial component properties (Designer or Screen.Opens)

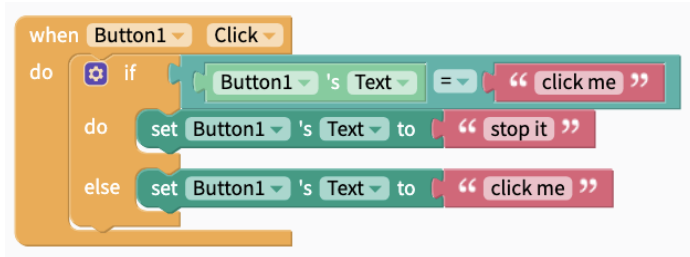
Answer: In the Designer, or Screen.Opens, make sure CountLabel.Text and Button1.Text are set to 0. Then here are the blocks:



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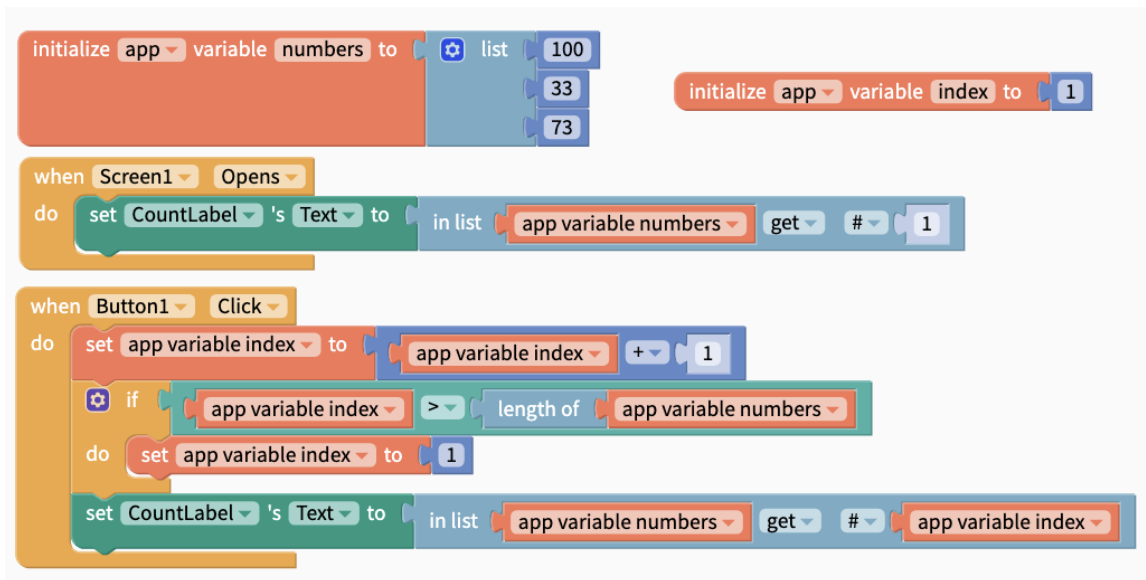
3. Code blocks so that each time you click Button1, it toggles between “click me” and “stop it”

In the Designer, set Button1.Text to “click me”. Then here are the blocks:



4. Code blocks so that the first number in “numbers” is displayed in CountLabel when the app launches, and each time you click Button1, it shows the next number in the list “numbers”. If the last (3rd) number is showing, and Button1 is clicked, show the first item in numbers.

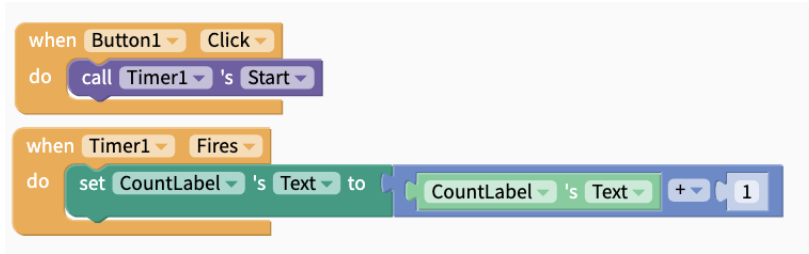
Here are the blocks:



5. Code blocks so that clicking Button1 causes the number in CountLabel to increase by 1 every 2 seconds.

In the Designer, set CountLabel.Text to 0. In the Blocks, create a Timer and set its Interval to 2, its Enabled to false, and its Loops to true. Then here are the blocks:

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Note that Timer1.Start sets the Timer.Enabled property to true. For this app, the count will keep changing forever (Timer1 is never disabled)

6. Code blocks so that each time you click Button1 it shows how many times its been clicked, but when the number reaches 5, it starts counting down on each click, down to 0, at which time it starts counting up.

In the Designer, set Button1.Text to 0. Then here are the blocks:

