

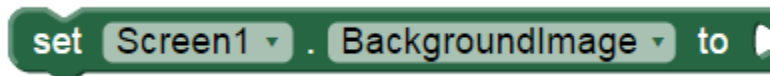
Chapter 2

Multiple Choice

1. b
2. a
3. c
4. a
5. d
6. b
7. a
8. a
9. c
10. d
11. c
12. a

Short Answer

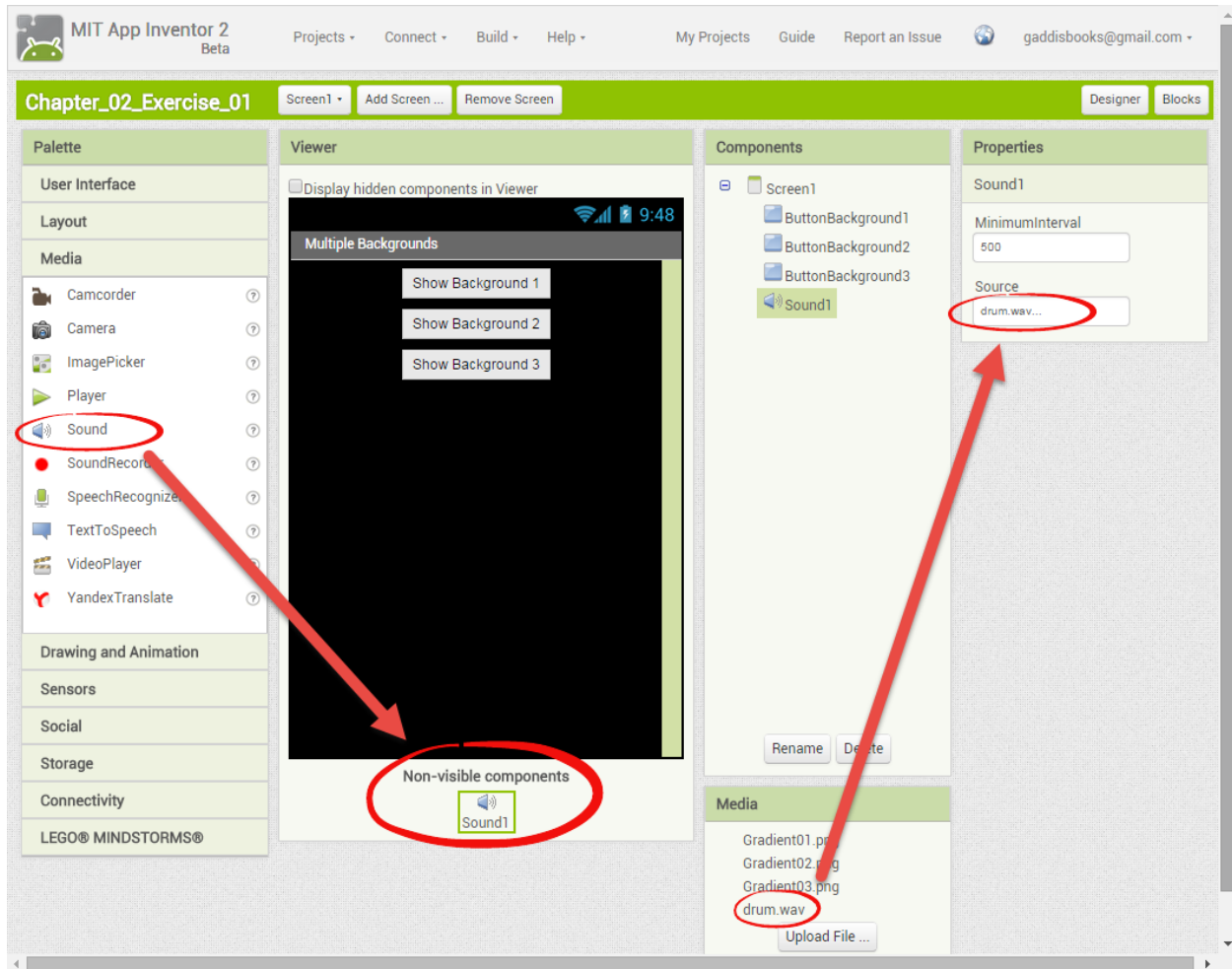
1. You would use the Screen component's BackgroundImage property.
2. You can click the Upload File... button in the Media column, or you can click the Screen component's BackgroundImage property and then click the Upload File... button that appears next.
3. Use the `set Screen1.BackgroundImage` block, shown here:



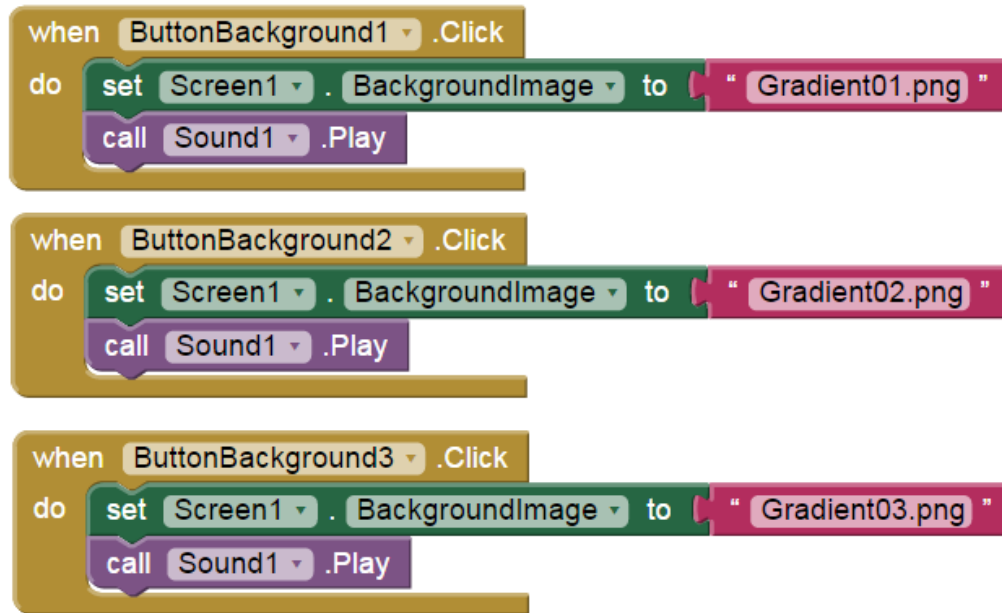
4. You create a Button component, and then set its Image property to the image that you want to display. You might also want to delete the contents of the Button's Text property, so it does not display text on top of the image.
5. The text is displayed on top of the image.
6. You set the Sound component's Source property to the name of an audio file that you have uploaded.
7. You call the Sound component's Play method.
8. A millisecond is 1/1000th of a second. To vibrate the phone for three-fourths of a second, you would specify 750 milliseconds as the argument to the `Vibrate` method.
9. The Color blocks are located in the Built-In section of the Blocks column.
10. To display components in a grid, with rows and columns, use a `TableArrangement`. To display components in a row, across the screen, use a `HorizontalArrangement`. To display components in a column, use a `VerticalArrangement`.
11. A comment is a note that the programmer writes into a program, explaining some part of the code. Programmers consider comments a crucial part of a program because they help someone who is reading the program's code to understand the instructions.
12. In the Blocks Editor, you can add a comment to any block by right-clicking the block, and then selecting Add Comment from the menu that pops up. This causes a small question mark to appear on the block. When you click the question mark, a small note editor will appear, attached to the block. You can type any information you wish into the note editor

Exercises

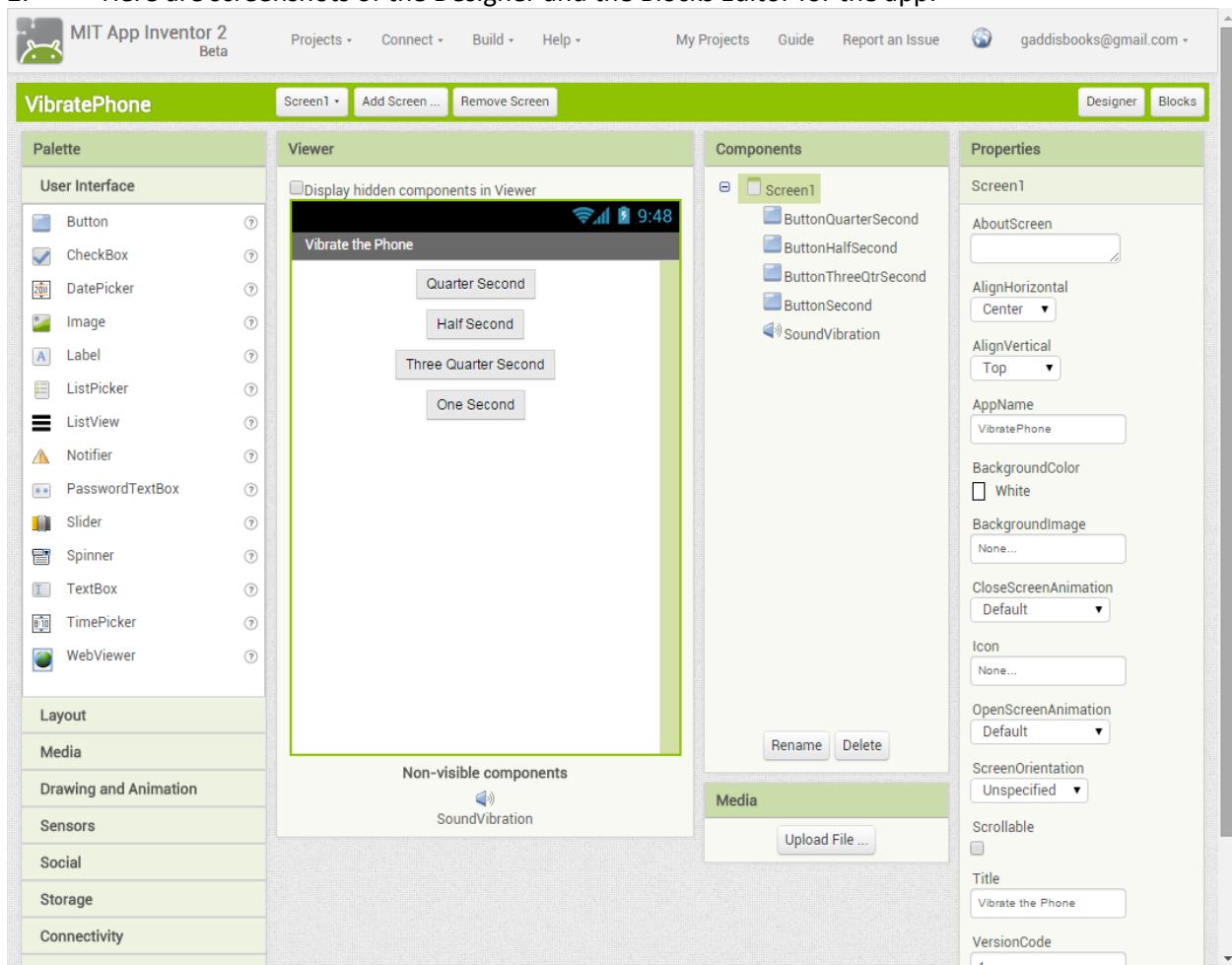
1. In the Designer, add a Sound component and upload a sound file. Set the Sound component's Source property to the sound file that you uploaded. Refer to the following figure:

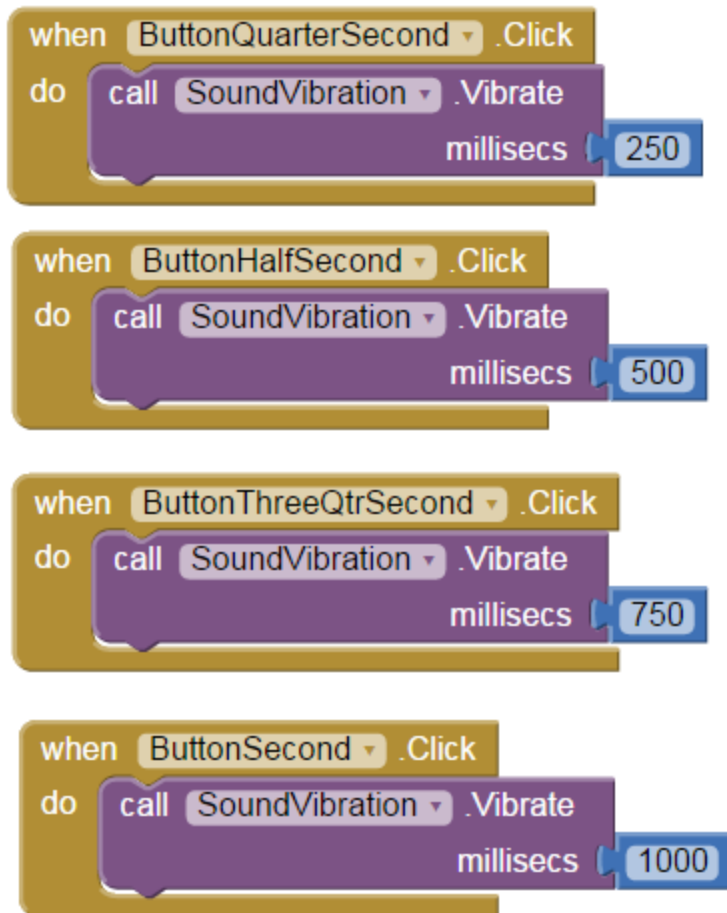


Next, add a call to the Sound component's Play method to each of the Button's Click event handler, as shown here:

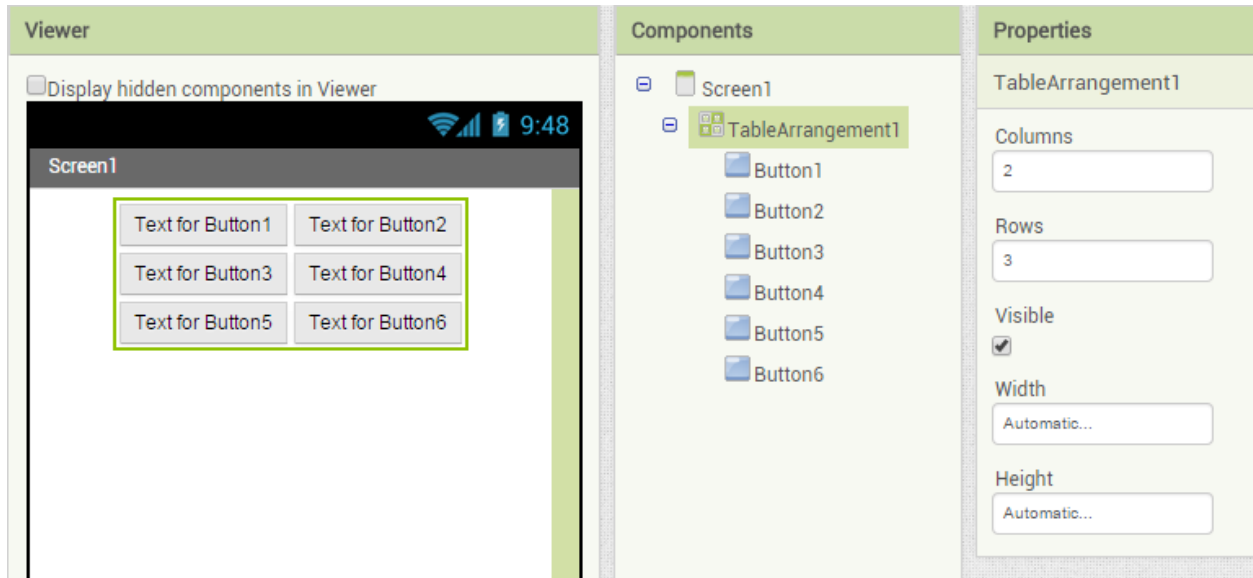


2. Here are screenshots of the Designer and the Blocks Editor for the app:



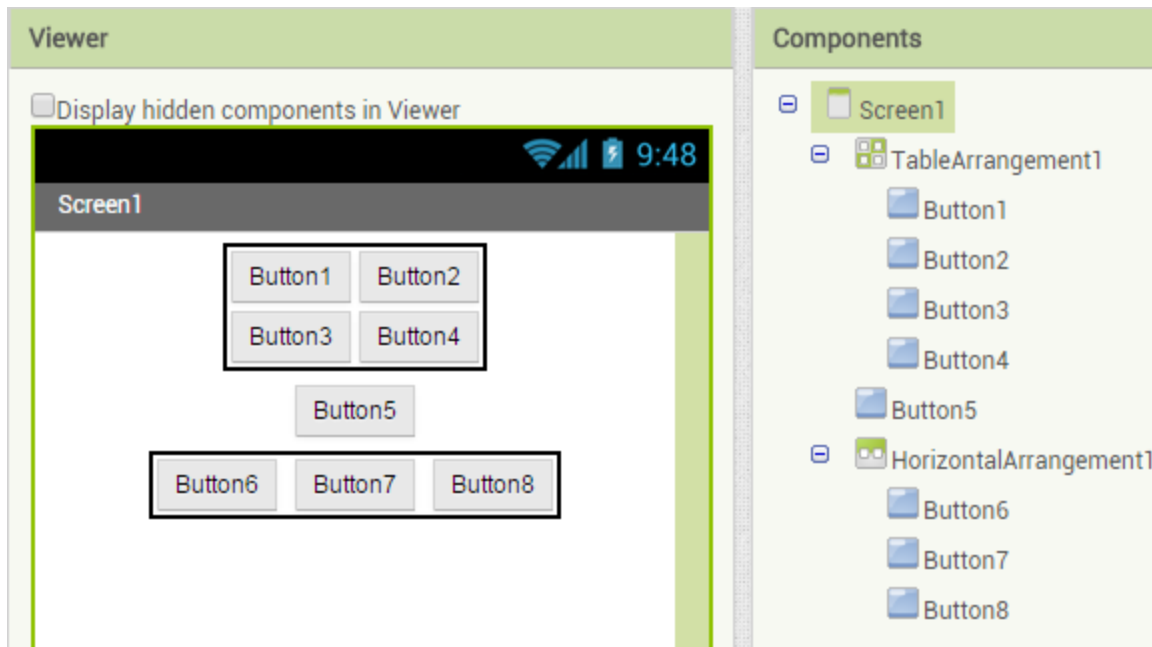


3. For the screen shown in Figure 2-82 do the following:
 1. Set the Screen1 component's AlignHorizontal property to Center.
 2. Add a TableArrangement component. Set its Columns property to 2 and its Rows property to 3.
 3. Add six Button components to the TableArrangement, as shown here:



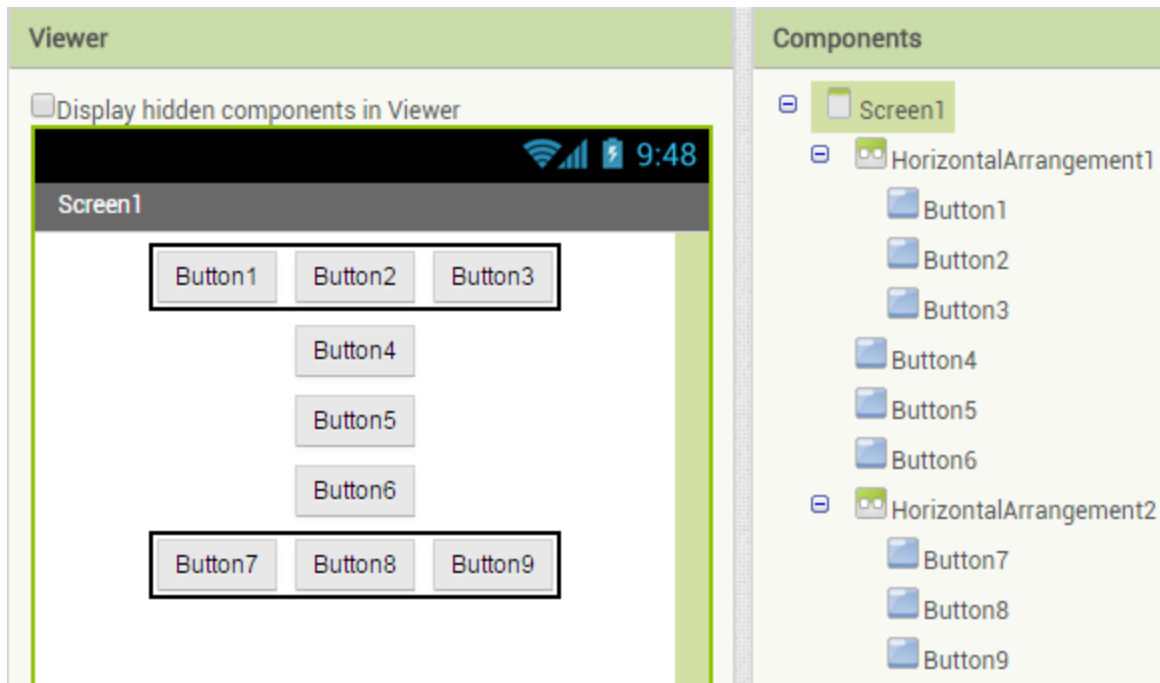
For the screen shown in Figure 2-83 do the following:

1. Set the Screen1 component's AlignHorizontal property to Center.
2. Add a TableArrangement component. Set its Columns property to 2 and its Rows property to 2.
3. Add four Button components to the TableArrangement. Set the Button components' Text property to "Button1", "Button2", "Button3", and "Button4".
4. Add another Button component, just below the TableArrangement. Set its Text property to "Button5".
5. Add a HorizontalArrangement just below the Button that you added in Step 4.
6. Add three Button components to the HorizontalArrangement. Set the Button components' Text property to "Button6", "Button7", and "Button8". Refer to the following screenshot of the Designer:



For the screen shown in Figure 2-84 do the following:

1. Set the Screen1 component's AlignHorizontal property to Center.
2. Add a HorizontalArrangement component.
3. Add three Button components to the HorizontalArrangement. Set the Button components' Text property to "Button1", "Button2", and "Button3".
4. Add three more Button components just below the HorizontalArrangement. Set these Button components' Text property to "Button4", "Button5", and "Button6".
5. Add another HorizontalArrangement just below the Buttons that you added in Step 4.
6. Add three Button components to the HorizontalArrangement. Set the Button components' Text property to "Button7", "Button8", and "Button9". Refer to the following screenshot of the Designer:



For the screen shown in Figure 2-85 do the following:

1. Set the Screen1 component's AlignHorizontal property to Center.
2. Add a TableArrangement component. Set its Columns property to 2 and its Rows property to 2.
3. Add two Button components and two Label components to the TableArrangement, as shown below in the Designer screenshot. Set the Button components' Text property to "Button1" and "Button2".
4. Add another TableArrangement component, below the one you added in Step 2. Set its Columns property to 3 and its Rows property to 2.
5. Upload the images for the cards: Ace_Hearts.png, King_Hearts.png, Queen_Hearts.png, Jack_Hearts.png, 2_Hearts.png, and Joker_Red.png.
6. Add six Image components to the TableArrangement that you created in Step 4. Set each Image component's Picture property so it displays the images shown in the following screenshot:

