

OLE Homework

Place all answers on a scantron sheet

TRUE/FALSE QUESTIONS

1. **OLE** is an acronym for object linking and executing.
2. You must open the Clipboard before you can copy data to it.
3. When you embed an object and edit it, you are editing only the object in the destination document.
4. If you link an object, you create a reference to the object file.
5. When a linked object is edited, changes are reflected in all documents that contain it.
6. The principle behind data exchange is treating data as files.
7. An embedded object has a pointer where the object came from.
8. In order to link an object, the original document must be saved.
9. Software considers data as an object.

MULTIPLE CHOICE QUESTIONS

10. An example of a compound document is a
 - a. Notepad file.
 - b. WordPad document with many different fonts.
 - c. WordPad document with a Paint picture in it.
 - d. None of the above.
11. The Clipboard can contain how many objects at one time?
 - a. One
 - b. Two
 - c. Eight
 - d. It depends on how much memory you have

12. You double-click an object and the current program's toolbars change to those found in the object's source program so that you can edit the object. This process is called
- a static exchange.
 - embedding.
 - linking.
 - visual editing (in-place editing).
13. How does pressing <Alt> + <PrintScreen> differ from pressing <PrintScreen> only?
- Pressing <Alt> + <PrintScreen> changes a screen capture into a screen dump.
 - Pressing <Alt> + <PrintScreen> automatically sends a screen capture to a file.
 - Pressing <Alt> + <PrintScreen> captures the active window, whereas pressing <PrintScreen> captures the entire screen.
 - Pressing <Alt> + <PrintScreen> captures the entire screen, whereas pressing <PrintScreen> captures the active window.
14. Which statement is true about a linked object?
- The object can be edited in the client document without affecting the original object.
 - There are two copies of the object, one saved as a file and the other placed in the client document.
 - The object must first be saved to a disk as a file before it can be linked.
 - Both a and c.
15. The three types of data exchange are
- Stationary, embedded & linked.
 - Static, embedded & linked.
 - Dynamic, embedded & linked.
 - Dynamic, exchangable & tied.