1. Which procedures are Functions?
   - Prime and Square

2. Which built-in Functions are used?
   - Sqr, Int, Val, Trim and Format

3. What does the instruction ‘MousePointer = 11’ do?
   - Changes the Mouse pointer to an hourglass while it is processing

4. What is Mod used for?
   - The Mod operator is used to test for remainders and hence if a number is a factor or not. e.g.
     - 10 Mod 3 = 1
     - The remainder after dividing 10 by 3 is 1, therefore 3 is not a factor of 10.

5. What does the ‘text1_Change’ Event do?
   - It checks whether the number entered is within acceptable limits. Without this, the program will cause an overflow error, as the processing required increases exponentially.

6. Explain in plain English the function of the ‘CheckPrime’ Algorithm?
   - Check all numbers from 2 up to the Square root of a number.
     - If none of the numbers are factors then the number is prime,
     - else the number is composite or non-prime.

7. Explain the function of the ‘Square’ Algorithm.
   - If the Square root of a number has no decimal component then the number is a square number.
     - We check this in Visual Basic by comparing the Square Root with the Int(Square Root). The Int function strips off any decimals in a number.

8. Some of the code is not very efficient. Which sections could be optimised?
   - a. Display Factors
   - b. CheckPrime – divides by all multiples of 2 and other factors (this is not necessary once the first multiple is tested)
     - If i mod 2 <> 0 then ’keep checking
     - If i mod 3 <> 0 then ’keep checking ...