VISUAL PROGRAMMING

UNIT-I

Introduction to Visual Basic – Integrated Development Environment (IDE) features – VB editor – customizing the IDE – Anatomy of a form – Working with form properties – setting form's properties – Introducing form events & form methods.

UNIT-II

Variables in Visual Basic: Declaring variables – Data types – Null value, Error value, Empty value – The scope of a variable – Module level variables – constants – Creating your own constants – scope of a constant – converting data types – arrays –declaring arrays – fixed size arrays – dynamic arrays – preserve keyword –REDIM
Writing code in Visual Basic: The anatomy of a procedure – subroutine and functions – language constructs: for, next, the while loop, select case, Exit statement, with structure.

UNIT-III

Selecting & Using controls: Introducing to standard controls – Command buttons – Text buttons – Text buttons – levels – option buttons –check boxes – frame controls –list boxes – combo boxes – Image objects – picture boxes – Timer – scroll bars _ file system controls

UNIT-IV

Introduction to Built in Active X Control: Tool bar _ the tree view control – the List view control – the Image list control – common Dialog control – Status bar control – Rich textbox control – Menu Editor.

UNIT-V

DDE properties – DDE Events –DDE methods –OLE properties _ Active x control creation and usage and Active x DLL creation and usage –Data Base Access – Data control – Field control – Data Grid Record set using SQL to manipulate data – Open data connectivity (ODBC)

Text Book

Mohammed Azam, Programming with Visual Basic 6.0- VIKAS publishing House pvt.Ltd.,