VISUAL BASIC 6: INTRODUCTION

Available Dates: Request Dates

Class Length: **3 day** Cost: **\$1,497**

Email Computer Visions about this class

Class Outline:

Getting Started with Visual Basic

- · Introducing Visual Basic
- · Understanding the Visual Basic Desktop
- · Using the Menu Bar
- · Using the Toolbar
- · Using the Project Explorer
- · Using the Form Designer
- · Using the Toolbox
- · Using the Properties Window
- · Using the Form Layout Window
- · Using the Code Window
- · Getting Help

Programming with Objects

- · Programming with BASIC
- · Understanding Event-Driven Programming
- · Messaging with Microsoft Windows
- · Understanding Object-Oriented Programming (OOP)
- · Browsing Visual Basic Objects
- · Understanding Visual Basic Objects

Designing Applications

- · Understanding Application Design in Visual Basic
- · Understanding Projects
- · Working with Project Groups
- · Creating a New Project
- · Saving Files
- · Opening a Saved Project
- · Adding and Removing Project Files
- · Setting Project Properties
- · Running an Application

· Printing Project Files

Working with Forms and Controls

- · Understanding Forms
- · Working with Form Properties, Events, and Methods
- · Adding a New Form to a Project
- · Understanding Controls
- · Working with Common Control Properties, Events, and Methods
- · Using Naming Rules and Conventions for Controls
- · Working with the Label Control
- · Working with the Text Box Control
- · Working with the Timer Control
- · Working with the Command Button Control

Writing Visual Basic Code

- · Setting Code Window Options
- · Understanding Expressions and Statements
- · Understanding the Implicit Keywords in Statements
- · Loading and Unloading Objects
- · Commenting in Code
- · Using the With Statement
- · Understanding Program Control Statements
- · Working with Decision Structures
- · Working with Looping Structures

Understanding Memory Variables

- · Understanding Memory Concepts
- · Allocating Memory for Data Values
- · Understanding Scalar Data Types
- Declaring Variables
- Declaring Constants
- Working with Arrays
- · Forcing Explicit Declarations

Working with More Controls

- · Working with the Image Control
- · Working with the List Box Control

- · Working with the Frame Control
- · Working with Option Button Controls
- · Creating a Control Array
- · Adding ActiveX Controls

Working with Procedures

- · Understanding Procedures
- Using Intrinsic Functions
- · Using Message Boxes
- · Using Input Boxes
- · Creating Functions
- · Passing Arguments to a Function
- · Creating a General Sub Procedure
- · Adding a Standard Module to a Project

Debugging and Handling Errors

- · Debugging Code
- · Using the Immediate Window
- · Using the Step and Break Tools
- · Using the Watch Tools
- · Understanding Error Handling
- · Using the On Error Statement
- · Understanding the Err Object
- · Writing an Error Handling Routine

Working with MDI Forms and Menus

- · Understanding a Multiple Document Interface (MDI)
- · Creating an MDI Form
- · Understanding Menu Systems
- · Creating a Menu System
- · Working with Menu Event Procedures
- · Identifying Child Forms
- · Adding a Toolbar with an ImageList
- · Adding a Status Bar

Understanding Database Access

· Understanding Data Access

- · Working with the Data Control
- Using Data-Aware Controls
- · Using Data Control Recordset Methods
- · Using the DBGrid Control
- · Using the SQL Select Statement

Using Drag and Drop

- Understanding Drag and Drop
- · Working with Mouse Events
- · Coding the Source Control
- · Coding the Target Control
- · Changing the Drag Icon

Creating Setup and Distribution Files

- · Understanding Distribution Issues
- · Creating an Executable
- · Running the Package and Deployment Wizard
- · Installing the Application