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VISUAL BASIC 6

A message box pops up



Pull down the View options on the menubar

- Use the toolbox to select "tools" (called "controls" in VB) for your project
- Use the **properties** window(s) to set properties for your form and its control components.
- Use the solution explorer window to view the different elements of your solution.

An exercise to test your understanding: Fix your message box to look like this

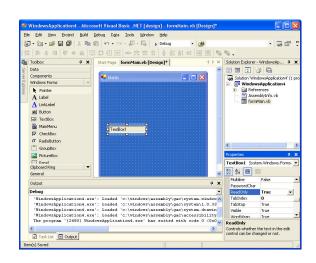


Setting properties for components

- Clicking a component on your form will open its properties window (probably on the right.)
- You can also open properties window by selecting view>properties
- You can specify names and initial (text) values of control components.
- You can resize labels (or textboxes) or change the text font, for example, if the text doesn't fit.
- You can align text in a component.
- You can set colors.

Now let's change the form

- a name like **lblinput** as its name property.
- Add a textbox: set text property to blank contents, name property to something like txtInput
- Add another textbox: set read-only property to true (see below) and name it, for example, txtOutput



VB Naming conventions

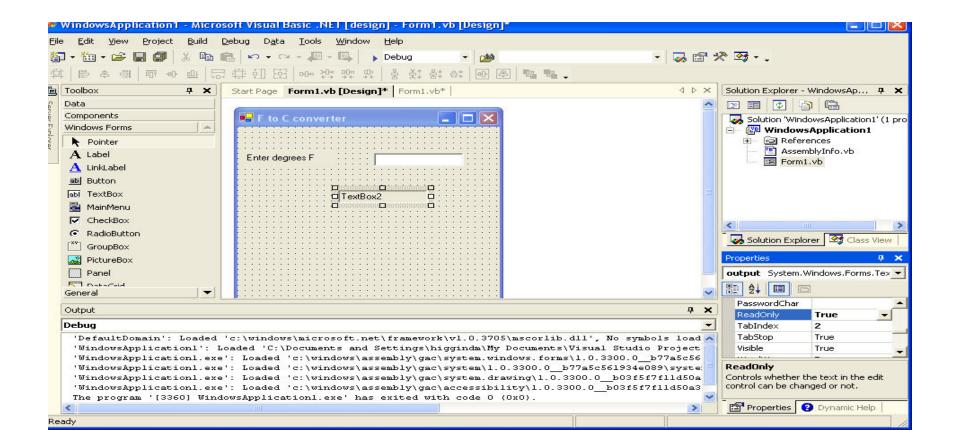
- anything you like, VB conventions recommend standard prefixes frm, lbl, btn, txt (and so on) for form, label, button, textbox (and so on).
- I gave my label and textboxes the names:
 IblPrompt, txtInput, txtOutput.
- Using standardized conventional names will help you remember what things are and what they are used for as your applications become more complicated.

VB component properties

- I put text in my label instructing the user what to do.
- I set input's text to blank.
- I set output to be read-only (not editable).
- '&' in the text property of a button defines a hotkey for keyboard input. So, if the text on a button is "X&YZ" then typing the letter 'Y' on the keyboard is the same as clicking that button with the mouse.
- See the next slides for setting properties.

Setting properties

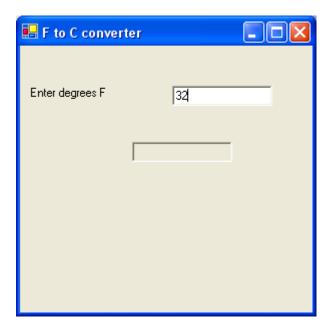
- properties window.
- In the properties window, you can give the components names, and set other property values.



Setting properties

- Clicking "elsewhere" on your form or in another window confirms property settings.
- Of course, you can change properties anytime.
- Remember to save your application each time you make changes.

Let's look at the form (start debugger). Except for the message box there's still no real functionality



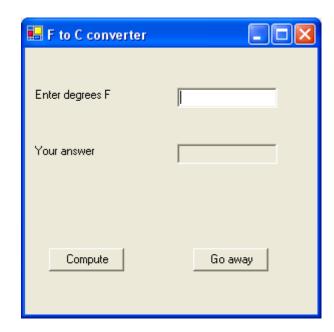
What else do we want?

- 1. Get rid of the pop-up message box? Your choice.
- Make the form "go away" when we are done. (This is already provided by Microsoft windows application code when the X is clicked in the upper right of the running application window.)
- Add functionality: the famous F to C conversion from ninth grade. Recall the formula **C=5.0/9.0*(F-32)**. The parentheses and decimal points are needed.
- 4. Add a label for the answer
- 5. Add two buttons. Give them names. (VB convention would be to name them btnCompute and btnQuit)

Exercise to test your understanding: add some components & set properties

Complete Lab 1 and Lab 2 for this week

My new form: still no functionality



event-driven programming, continued

still pretty technical.

- As previously mentioned, double-clicking a control component in the form-development window brings up a code window with an empty subroutine already stubbed in.
- You provide the specific code you want for your application.
- It is still up to you to make sure this is what you really want!

More on the Visual environment

- VB and VC++ provide a lot of programmer support, prompting you with components, the proper code to provide, and the place your code should go.
- When prompted (with a pop-up window) you may ignore the suggestions and keep typing, or make a selection and hit the enter key to save some typing.