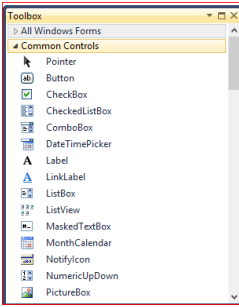


Introduction to Visual Basic 2010



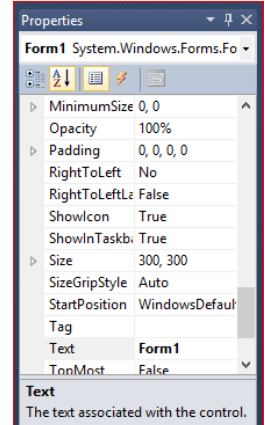
Visual Basic (VB) is an event driven object oriented programming language. When you learn VB, you must learn more than just a new set of commands. You must also master the Integrated Development Environment (IDE). For each project, you will need to complete the following:

1) Design the interface

This is the part of the project that does not require programming. You will place objects from the toolbox (pictured on the left) onto a form, which is where the interface (the part the user sees) is constructed.

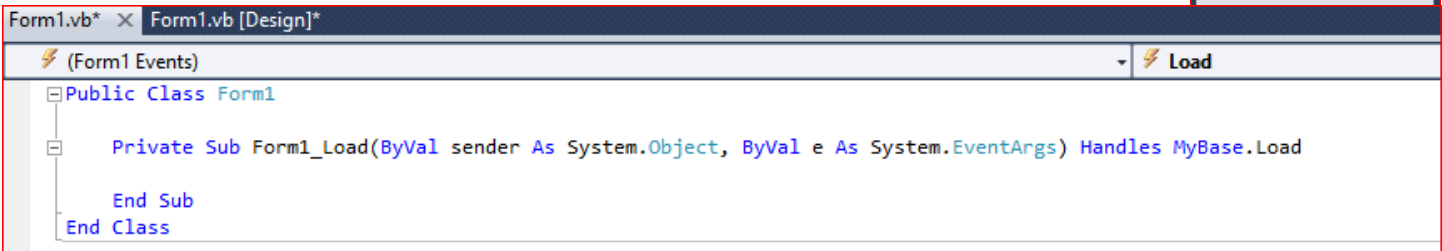
2) Set the properties

Once the objects have been placed on the form, you can then change their properties. Examples of properties are colours and captions. You will use the Properties Window (pictured on the right) to set the properties of each object.



3) Write the program code

You will then write code in the Code Window (pictured below) to specify what will happen as the user interacts with the screen objects. This code will make the program run.



VB Terminology

Objects: Graphical images that can be placed on a form (e.g. command button). All objects should be renamed with a prefix and their use. This is to avoid confusion. The following is a list of prefixes for common objects found in the toolbox:

Object	Prefix
Form	frm
Button	btn
Label	lbl
Text Box	txt
Option Button	opt
Check Box	chk
Picture Box	pic

For example, if you have a button that will end your program and displays the caption “End”, you would rename this object: *btnend*, instead of the default, which is *Button1*.

Events: Events or actions that occur when the user does something (e.g. clicks on a button).

Properties: Define an object's characteristics. Properties can be set at Design Time (when you set-up your interface), or at Run Time (while the program is running). To set properties during Run Time, you will need to include the information in your programming code.

Examples of properties:

Text: the text found on a button or label.

Visible: determines whether a control is visible or invisible on a form

Review Questions

1. What kind of program is Visual Basic?
2. What does IDE stand for?
3. A) What is the first step to creating a project on VB?
B) Explain what is involved with this step.
4. What is the second step involved with creating a project in VB?
5. What window will you use to change properties during Design Time?
6. What is the third step involved with creating a project in VB?
7. Indicate the prefix that should be used for the following objects:
Button _____ Text box _____ Label _____
8. Indicate the two times when you can set an object's properties.
9. If you wanted to change the text that is found in a textbox to "Hello", what property would you change?