

SEMESTER-II

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GUI PROGRAMMING IN VISUAL BASIC

UNIT-I

Integrated Development Environment of Visual Basics

- Integrated Development Environment of VB, User Interface Designing, Basics of Event driven programming.
- Form - Designing, Showing & Hiding

UNIT-II

Visual Basic Language

- Data Types, Variables & Constant, Arrays, Dynamic Arrays, Array as function, Collections, Procedures, Arguments passing, Functions Return Values.
- Control Flow Statements : if-then, if then-else, Select case, looping statement : Do-Loop, For-next, While-Wend, Nested Control Structure, Exit stmt.

UNIT-III

Building Blocks of Visual Basic

- Basic Active X Control & Their Use - Text box, List box, combo box, Scroll bar, Slider & Fire Controls.
- Graphics controls, Image Handling in VB, Coordinate System, Graphics methods -Text Drawing, Lines & shape, Filling Shapes, Grid methods.

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UNIT-IV

Components of Visual Basic

- Menu editor : Pull-down and Pop-up menus
- Multiple Document interface - Parent & Child Forms & Methods.
- Error handling : Types of Errors, Error handling methods and functions

UNIT-V

Database programming with VB

- Database programming with VB - DATA Control - methods, Properties, Connectivity with database.

Text & Reference Books :

- **Beginner's Guide to Visual Basic 6** By Reeta Sahoo & G.B. Sahoo, Khanna Publishig House.
- **Beginning Visual basic 6** By Peter Wright, Shroff Publishers