

III SEMESTER

N3H 8

PAPER 8 VISUAL BASIC

UNIT - I

Windows programming GUI concept - Hungarian Notation, Data types - Handles, Message driven Architecture, Message processing and Loop. GDI - Brush, Pen, Font, Cursor, Menu, Keyboard and Mouse Handling, Displaying text and Graphics, Dialog Boxes controls, WinMain procedure, Files, Clipboard, Printer handling, DDE, DLLS, OLE-CON, ODBC, Windows Registry= New Executable (NE) and Portable Executable (PE) files.

UNIT - II

Visual Basic, Variables, Constants, Strings, Numbers, Remark and End Statements, Built-in functions String, Date, Financial and Numeric Functions, Program flow control. User Defined functions and Modules. Forms-Single document interface, Creating controls, Event procedures, Text Boxes, Message Boxes and Labels Properties window usage

UNIT - III

Custom controls- PictureBox, Rich text box, List box, Progress bar, Treeview, Toolbar, Slider, Objects in VB - Classes - Object creation and Manipulation. Graphics - Line, Shape, Boxes, Circles, Ellipses and Piecharts, Help systems. DDE Properties - DDE Events - DDE Methods - OLE properties. Active X control creation and Usage. Database Access - Data control - Field control - Data Grid Record set using SQL to manipulate data.

UNIT - IV

Visual C++ programming: Fundamentals of MFC - MFC Classes Hierarchy, Various Object properties - C Object, C Archive, CWinApp, CWnd, CFile, CFileDialog, CException, CDialog, CString, CEdit, CList, Resources Menus, Accelerators, Dialogs, Icons, Bitmaps, Versions, AFX Functions, Message Maps, Document/View Architecture.

UNIT - V

Advanced MFC: DAO and ODBC - Data access Methods and Data controls for Database Applications with multiple document usage. Synchronization Classes: CThread, CSemaphore, CMutex, CEvent.

REFERENCE:

1. Charles Petzold, 'Programming Windows 95', Microsoft Press.
2. Cary Cornell, 'Visual Basic 5 from the Ground up' I.H.H.1997.
3. John Paul Muller, 'Visual C++ 5 from the Ground up' I.H.H.1997
4. Levine and Young, 'The Complete Reference Windows 98' I.H.H.