

VISUAL PROGRAMMING

UNIT-I

INTRODUCTION TO VB

Getting started – VB environment – Building user interfaces – Toolboxes – Creating controls – Properties of command buttons – Image controls – Text boxes – Labels – Message boxes – Navigating between controls.

UNIT-II

EDITING TOOLS AND ACTIVE CONTROLS

Basic editing tools – Data types – Form designs – Design of larger projects with multiple forms – Connecting to DB – Data access object – Remote data object – ActiveX controls – Communicating with other window applications.

UNIT-III

INTRODUCTION TO VB .NET

.NET as a better programming platform – .NET framework – .NET architecture – The JUST – IN – TIME compiler – .NET framework class library – Windows forms applications in VB .NET- Windows forms controls – SDI vs. MDI – Web application .

UNIT-IV

OBJECT ORIENTED PROGRAMMING IN VB .NET

Class and object – Properties – Methods and events – Constructors – Inheritance – Access modifiers – Overloading and overriding – Interfaces – Error handling – Files – Directories and streams.

UNIT-V

DATABASE APPLICATIONS

ADO.NET in connected mode – Introduction – ADO.NET Object model – The connection object – The command object – The Data reader Object – ADO.NET in disconnected mode – The Dataset object – The data adapter class.

TEXT BOOKS:

1. Gary Cornell, “ VISUAL BASIC 6 from the ground up”, Tata McGraw Hill,1999.
2. Francesco Balena, “ Programming Microsoft Visual Basic .Net”, Microsoft, 2003.

REFERENCE BOOKS:

1. Noel Jerke, “ VISUAL BASIC 6: The Complete Reference”, Tata McGraw Hill, 1999.
2. Gaddis , Irvine , Denton, “ Starting out Visual Basic .Net Programming”, 2nd edition, 2003.