

AMNE09 PROGRAMMING IN VISUAL BASIC

UNIT-1 VISUAL PROGRAMMING ENVIRONMENT

- 1.1 Integrated development environment for Visual C++ and
- 1.2 Visual Basic components of Visual C++ and Visual Basic.

UNIT-2 PARTS OF VISUAL C++ PROGRAM

- 2.1 Applications object, main window object,
- 2.2 View object document object.
- 2.3 Event oriented windows programming device context,
- 2.4 Microsoft foundation classes: An overview.

UNIT-3 READING KEYSTROKES

- 3.1 Handling mouse,
- 3.2 Creating menus,
- 3.3 Toolbars, buttons,
- 3.4 Status bar prompts,
- 3.5 Dialog box,
- 3.6 Check box,
- 3.7 Radio buttons,
- 3.8 List boxes,
- 3.9 Combo boxes,
- 3.10 Sliders,
- 3.11 Serialization,
- 3.12 File handling,
- 3.13 Multiple documents.

UNIT-4 UNDERSTANDING AND WORKING WITH OBJECTS

- 4.1 Controls,
- 4.2 file handling,
- 4.3 Debugging.

UNIT-5 DLL's

- 5.1 OLE Object Technologies,
- 5.2 Creating Internet programs using Visual C++ and Visual Basic.
- 5.3 Creating Active X controls,
- 5.4 Connecting to database using visual C++ and Visual Basic.

Reference Books:

1. Steven Holzner, Microsoft Visual C++5, BPB Publications, 1997.
2. Paul Sanna, using Visual basic for Applications, PHI, 1997.
3. Noel Jerke, the Complete reference Visual Basic 6, TMH.