

VB6 PROGRAMMING

COURSE OVERVIEW:

Visual Basic (VB) is an event driven programming language and associated development environment created by Microsoft. In business programming. It is derived heavily from BASIC and enables rapid application development (RAD) of graphical user interface (GUI) applications, access to databases using DAO, RDO, or ADO, and creation of ActiveX controls and objects. A programmer can put together an application using the components provided with Visual Basic itself. Visual basic is also using for Macro (VBA) programming in Excel.



COURSE CONTENT:

Introduction to Visual Basic: Programming Fundamentals: Variables, Constants data types, Built-In Functions,

Arrays: ,Declaration of an Arrays, Multidimensional Arrays, Dynamic Arrays

Introduction to Control Structures: Decision Structures, Loop Structures, Exiting a Sub or Function Procedure,

Working with Projects Procedures: The project explorer, Form Modules, Standard Modules, User Control and Property Page Modules, Working with Multiple Projects, Setting Project Options Function

Procedures: Working with Procedures, Passing Arguments By value Passing Arguments By Reference,

Basic Controls, Menu Objects: Adding a Menu, Pop-Up Menus

The MDI Form (Multiple Document Interface): MDI Child Forms, Creating an MDI form with three child forms,

Advanced Controls: Working with Advanced, Control Events ,Methods

Introduction to Data Access Objects: Working with DAO Controls, Working with DAO Methods, Visual Basic Database Architecture, Classes, Objects and Collections, Recordset Objects, Data Types, Reading & writing data

ODBC(Open Database Connectivity): Accessing ODBC – using MSJet Database Engine, Accessing ODBC Data with DAO

Data Accessing Using ActiveX Data Objects(ADO): Accessing Data with ADO, Command Objects, Stored Procedure

Writing reports with the Microsoft Data Report Designer: Microsoft Data Report, Exporting a Data report, Printing a Data Report Data

Object Oriented Programming Concepts in VB: Visual Basic and OOP, Forms as Classes, Referencing objects,

Introduction to ActiveX: ActiveX Controls ActiveX Documents , Creating an ActiveX DL