VB.NET:

UNIT - I :

VB.NET

Introduction to .Net, The .NET framework, The .NET Programming Framework, .NET Language, The Class .NET Library, Vb.NET, Windows Application using VB .NET

Class: Creating a New Class, defining and using a New Object, Constructor & Destructor

Inheritance: Inheritance Properties and Methods, Inheriting Constructors, Overriding Methods, Creating a Derived Class

UNIT - II :

Interface Design & Implement: Abstraction & Interfaces on Object Oriented Software Design, Interface & Inheritance, Realizing the benefits of Interfaces, Implicit Interface, Explicit Interface – Abstract Class of Explicit Interface, Implementing Interfaces – Interface Implementation Semantics, Implementing ICloneable, Implementing IComparable, Accessing & using the Implement, Compound Interfaces

UNIT - III :

User Interface: Helper Forms, Message Process, Dialog Process, Owned Forms

Menus: Creating a Menu, Functionality to the Menu Items, Enhancing the Menu, Disabling Items on the Windows Form Menus, Creating Context Menu – Step by Step, Add Functionality to the Menu Items

Toolbar: Adding the Toolbar and buttons, Defining an Icon for the Toolbar and Buttons, Defining an ICON for a Toolbar Button, Adding Functionality to the Toolbar

MDI Application: The Basics, Building an MDI Application, Building – In Capabilities of MDI Applications, Accessing Child Forms, Ending an MDI Applications, A Scrollable PictureBox

UNIT - IV :

Advanced Interface Patterns, Adapters, Delegates & Events: Adapters & Wrappers, Interfaces Adaptation in Action – COM - .NET interop, The Adapter Pattern in .NET, The Adapter Pattern Event – Model, Delegates – Understanding Delegates, Declaration of the Delegates, Early Bound Delegates Declares, Late Bound Delegates Declares, Sorting Data with Delegates, Multicast Delegates, .NET Framework Event Model – Delegates & Events, Delegates Events verses Adapter Events, Delegates verses Function Pointers

Error Handling & Prevention: Types of Errors – Design Time Error, Runtime Error, Logic Error

Structured Exception Handling: Exception Structured verses Unstructured Exception Handling, Try……Catch…..Finally Statement, Exception Class.

Debugging: Break Mode, Starting Debugging, Controlling the Flow during Debugging, Debugging Tools