

Visual Programming?

UNIT 1

Introduction

Arithmetic Operators, data types, statements control statements, loops arrays, structures, val and structure functions, creating visual studio application, saving visual basic application

OOP'S :- Basic principles of object oriented programming member access modifiers, define class object, constructors, inheritance, abstract class interfaces and polymorphism

UNIT 2 Windows form

Introduction

setting the little base text, minimizing and maximizing the form, setting initial position of form, working with multiple forms, creating adding control to control to a form, setting control tab order, naming control setting properties at design time .

UNIT 3 Button controls

Progress bar control , times control ,checkbox ,radio button and group box controls, checkbox control, radio button control ,list box control panel ,pictures Box T-view control

UNIT 4 Project Menus

Built-in and dialog boxes ,Menus ,folder browser dialog control ,open file dialog control ,save file dialog control ,font file dialog control ,Colors file dialog control, print document , mouse event and keyboard events, handling errors and exception

UNIT 5 Accessing the data using ADO.net

What are data bases ?, basic SQL statements, working with ado.net ,overview of ado.net data grid view , control accessing data using server explorer, creating a view data connection ,accessing data using data adapters and data sets ,data ,previewing data from data adapters , connecting to SQL server database.

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