

UNIT 2 VISUAL BASIC PROJECT WINDOW

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1.0 INTRODUCTION

The Project window enables the user or programmer to navigate the items created in a project such as the forms and modules. The properties window on the other hand, helps the programmer to choose the appropriate properties for an object. When you display the Properties window for a control, you can modify its values. You can do that by selecting the View option and then Properties window.

2.0 OBJECTIVE

At the end of this unit you should be able to:

- demonstrate mastery of the Visual Basic programming environment.

3.0 MAIN CONTENT

3.1 The Project Window

The Project window helps you to manage your application's components. It lists its components in a tree-structured listing. Related objects appear together. You can expand or shrink the details by clicking the plus sign next to the object labelled *Forms*, so that a list of the current project's forms will appear.

The following kinds of objects can appear in the Project window:

- Projects
- Forms
- Modules
- Class modules

- User controls
- User documents
- Property pages

3.5 The Properties Window

A form can hold many controls. As you add controls to a form, you can select a control by clicking the control. When you select a control, the Properties window changes to list every property related to that control. When you add a control to a Visual Basic application, Visual Basic sets the control's initial property values. When you display the Properties window for a control, you can modify its values. You can do that by selecting the view option and then Properties window.

Fig.21 shows a Properties window listing some of the properties for a Label control.

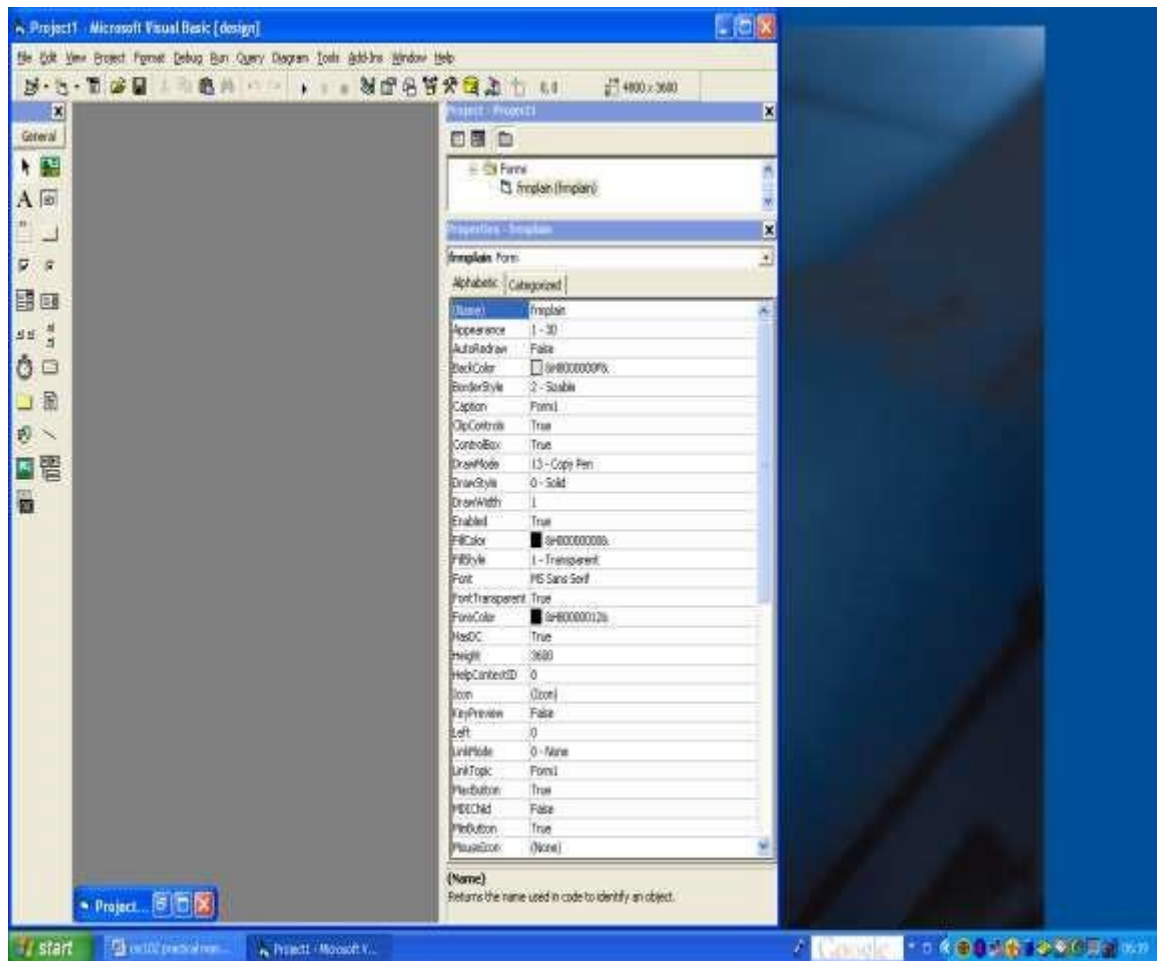


Fig.21

Example 1

Create an application with three controls, a label, a command button and an image control to look like what you have in Fig.22.

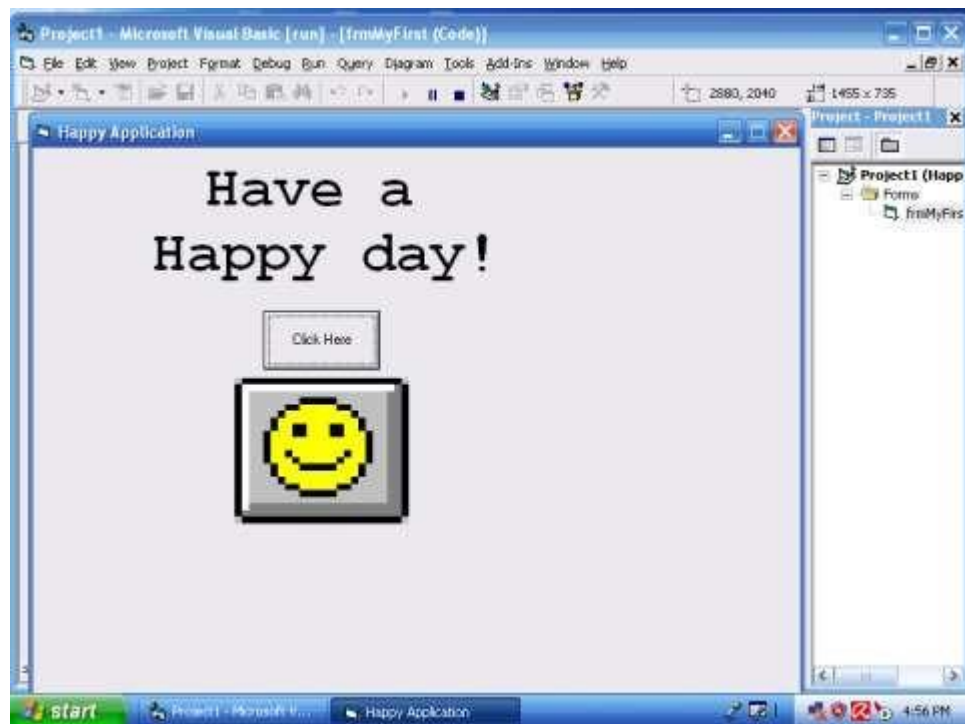


Fig. 22

Guide to the solution

To place a control on a form, click on the control's icon on the toolbox and move the crosshair mouse cursor to the form. As you drag the mouse, Visual Basic draws the control's outline on your form. When you have drawn the control at its proper location and size, release the mouse button to place the control at its proper location.

Assign the following property values to the application's forms and controls:

Control	Property	Property value
Form	Max Button	False
Label	Alignment	Centre
Label	Name	LblHappy

Label	Caption	Have a happy day!
Label	Font	Courier New
Label	Font style	Bold
Label	Size	36
Label	Left	1320
Label	Height	1695
Label	Top	120
Label	Width	4695
Image	Name	imgHappy
Image	Stretch	True
Command button	Name	cmdHappy
Command button	Caption	Click Here

While writing your application, you can run the application to see what you have done by pressing F5.

You need to add some codes to finalise the application. Double click the form somewhere on the grid inside the Form window to display the code window. Add the codes shown in Fig.23.

To return to the Form window, click the Project window's View Object button.

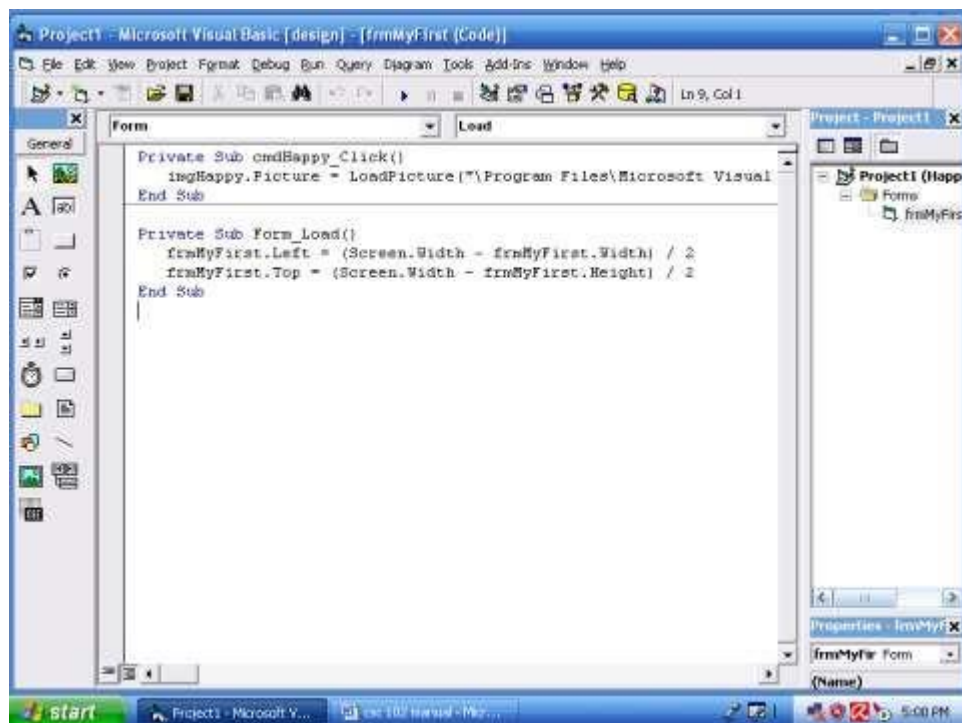


Fig.23

Run your program and click the command button. An image like that shown in Figure 13.2 appears. Save your project and click the Close window to terminate the program. To save, Select File, Save Project. The Save Project option saves every file inside your project as well as a project description file with the filename extension, VBP. Visual Basic asks first for the filename you want to assign to your form. Visual Basic then asks for a project for the project description file. Answer No if Visual Basic asks to add the project to the Source Safe library.

Example 2

Create an application to look like what is shown in Fig.24 to include a label, a textbox (where the secret characters will be entered), an image, and two command buttons.

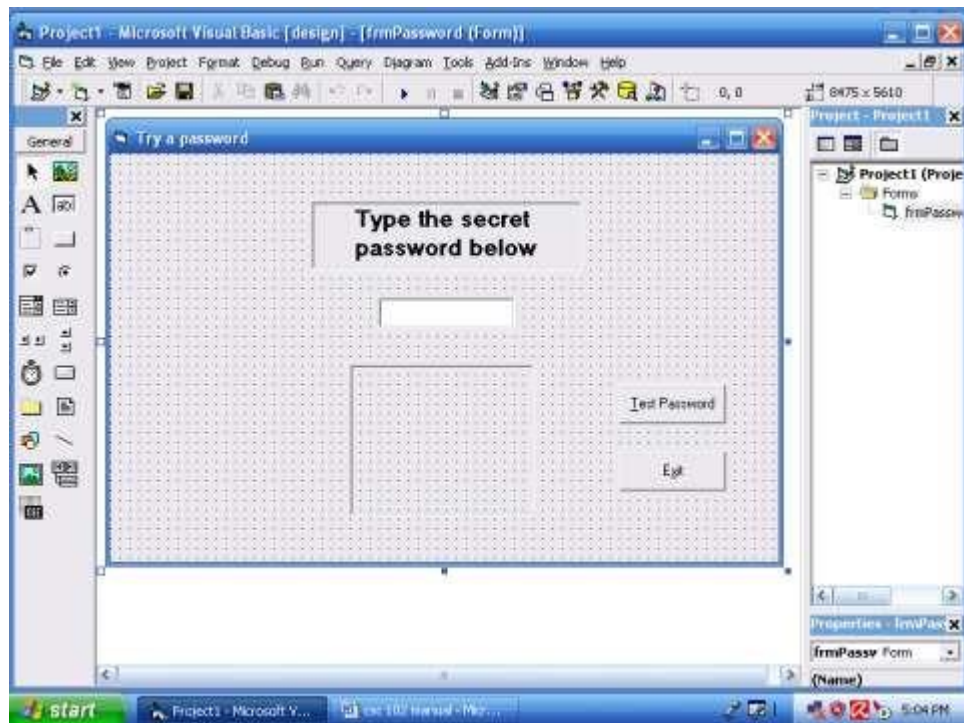


Fig. 24

Guide to the solution

Set these controls and properties on the form:

Control	Property Name	Property Value
Form	Name	frmPassword
Form	Caption	Try a password

Form Height	5610	
Form Width	8475	
Image Name	imgPassword	
Image Border Style	1-Fixed Single	
Image Height	1890	
Image Left	3000	
Image Stretch	True	
Image Top	2640	
Image Width	2295	
Label Name	lblPrompt	
Label Border Style	1-Fixed Single	
Label Caption	Type the secret password below	
Label Font	MS Sans Serif	
Label Font Size	14	
Label Font Style	Bold	
Label Height	855	
Label Left	2520	
Label Top	600	
Label Width	3375	
Text box Name	txtPassword	
Text box Height	375	
Text box Left	3360	
Text box PasswordChar	*	
Text box Text		(Leave blank by clearing the default value)
Text box Top	1600	
Text box Width	1695	
Command button Name	cmdTest	
Command button Caption	&Test Password	
Command button Left	6360	
Command button Top	3000	
Command button #2Name	cmdExit	
Command button #2Caption	E&xit	
Command button #2Left	6360	
Command button #2Top	3720	

Add the following code seen on the screen in Fig.25 to activate the password-based form:

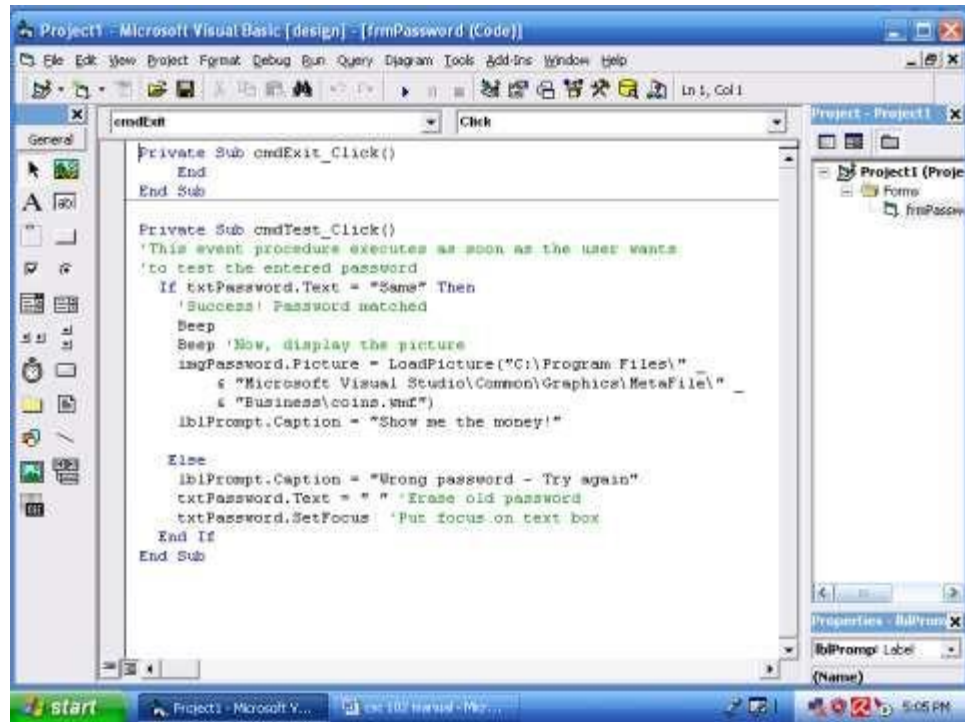


Fig. 25

After running the application, you have what is shown in Fig.26 below:

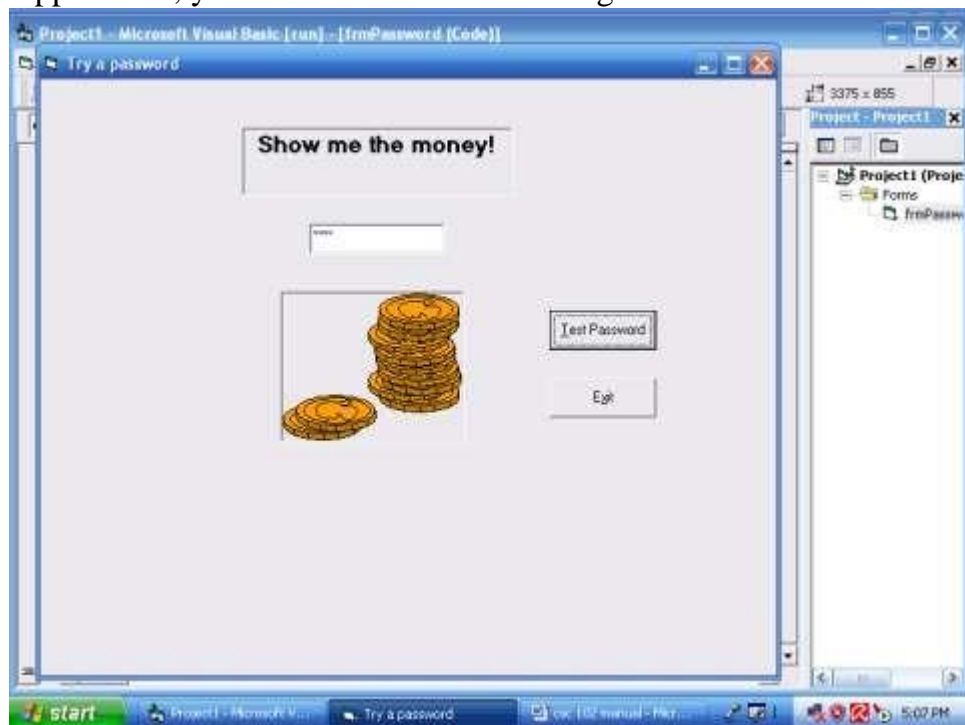


Fig.26

4.0 CONCLUSION

The Project window and the properties window are very important to features of the Visual Basic programming environment that are of immense importance to the programmer.

5.0 SUMMARY

We have studied the importance of the project window and the property window.

6.0 TUTOR-MARKED ASSIGNMENT

.Create an application with three multiline text boxes. Make the text boxes tall enough to display three or four lines of text. Give the first one a vertical scrollbar, the second a horizontal scrollbar, and the third both kinds of scrollbars. In all the three text boxes, supply the default text, "Type here". In addition to the text boxes, include an Exit command button, so the user can press Alt+X to terminate the program.

7.0 REFERENCES/FURTHER READING

Akinyokun, O.C. (1999). *Principles and Practice of Computing Technology*. Ibadan: International Publishers Limited.

Balogun, V.F., Daramola, O.A., Obe, O.O. Ojokoh, B.A. and Oluwadare S.A., (2006). *Introduction to Computing: A Practical Approach*. Akure: Tom-Ray Publications.

Francis Scheid (1983). *Schaum's Outline Series: Introduction to Computer Science*. Singapore: McGraw-Hill Book Company.