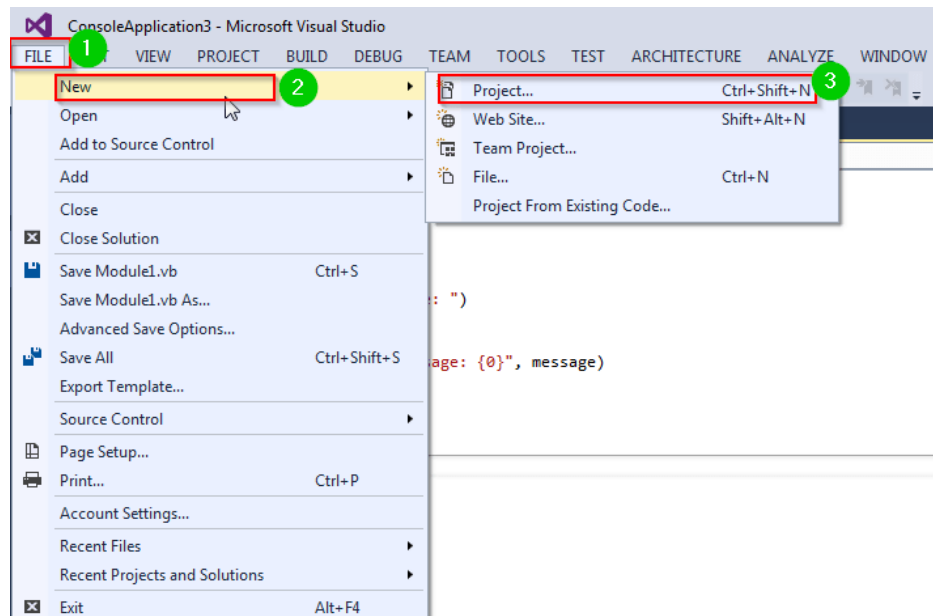


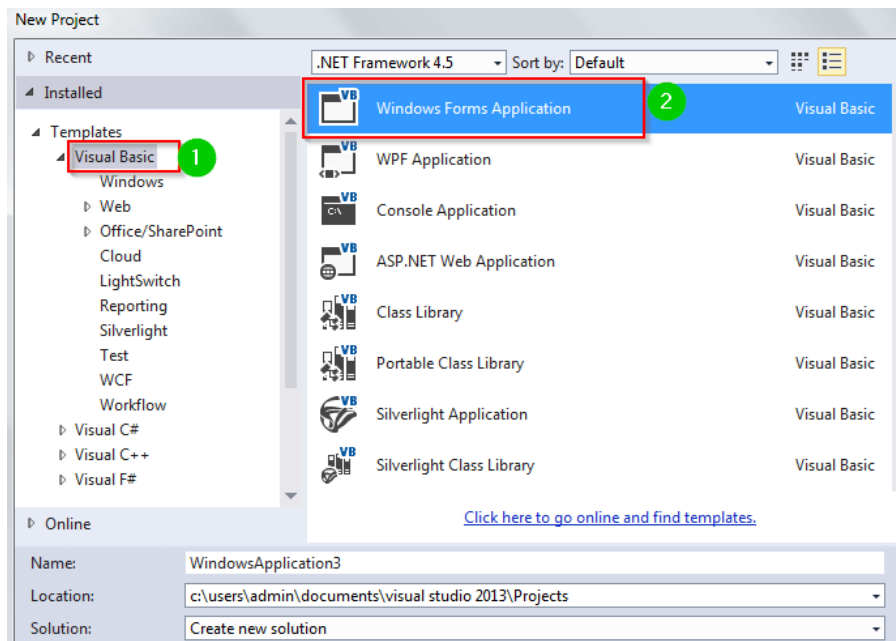
## VB.NET Lab 0 Exercise

### Step 1) Create a New Project

1. Open Visual Studio and click the File menu, Choose New then Project from the toolbar.



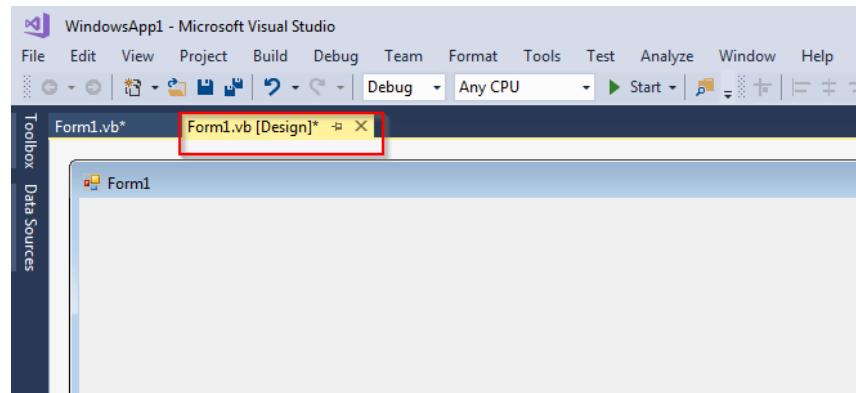
2. On the new window, click Visual Basic from the left vertical navigation pane. Choose Window Forms Application.



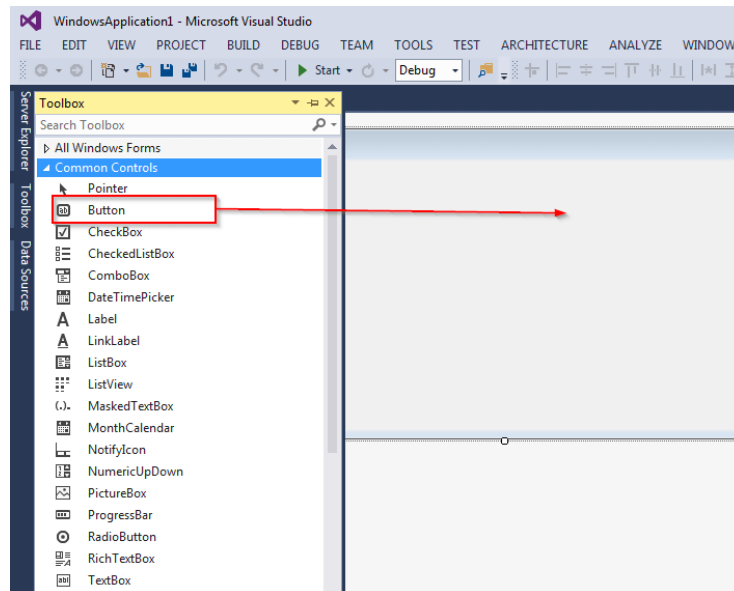
3. Give it a name and click the OK button. The Project will be created.

## Step 2) Create a Button

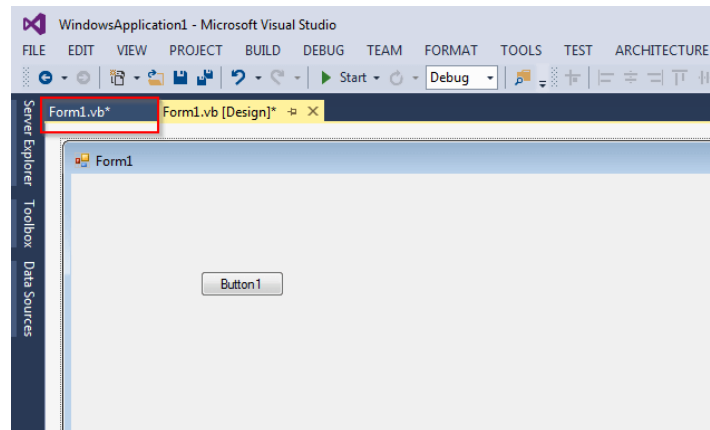
1. To create a Button, begin by opening the design tab.



2. Drag the Button control from the toolbox into the WindowForm:



**Step 3)** Click the other tab located to the left of the design tab. You can also double click the button that you have added to the form.



**Step 4)** Add the following code to add text to the control:

```
Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
```

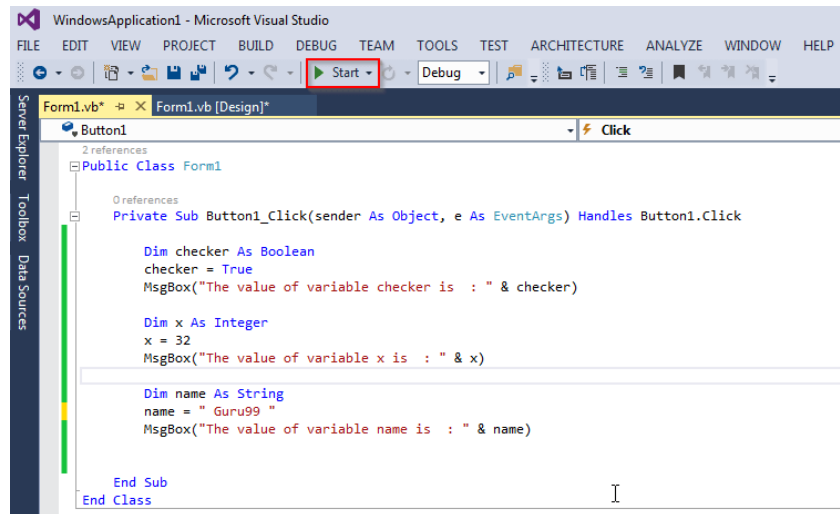
```
    Dim checker As Boolean  
    checker = True  
    MsgBox("The value of variable checker is : " & checker)
```

```
    Dim x As Integer  
    x = 32  
    MsgBox("The value of variable x is : " & x)
```

```
    Dim name As String  
    name = " Guru99 "  
    MsgBox("The value of variable name is : " & name)
```

```
End Sub
```

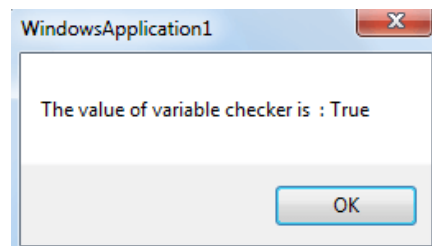
**Step 5)** You can now run the code by clicking the Start button located at the top bar:



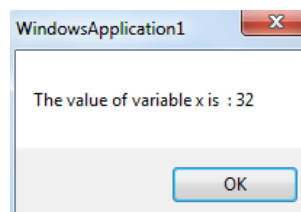
**Step 6)** You should get the following form:



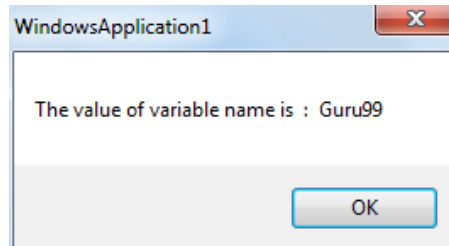
**Step 7)** Click Button 1. You should get the following dialog:



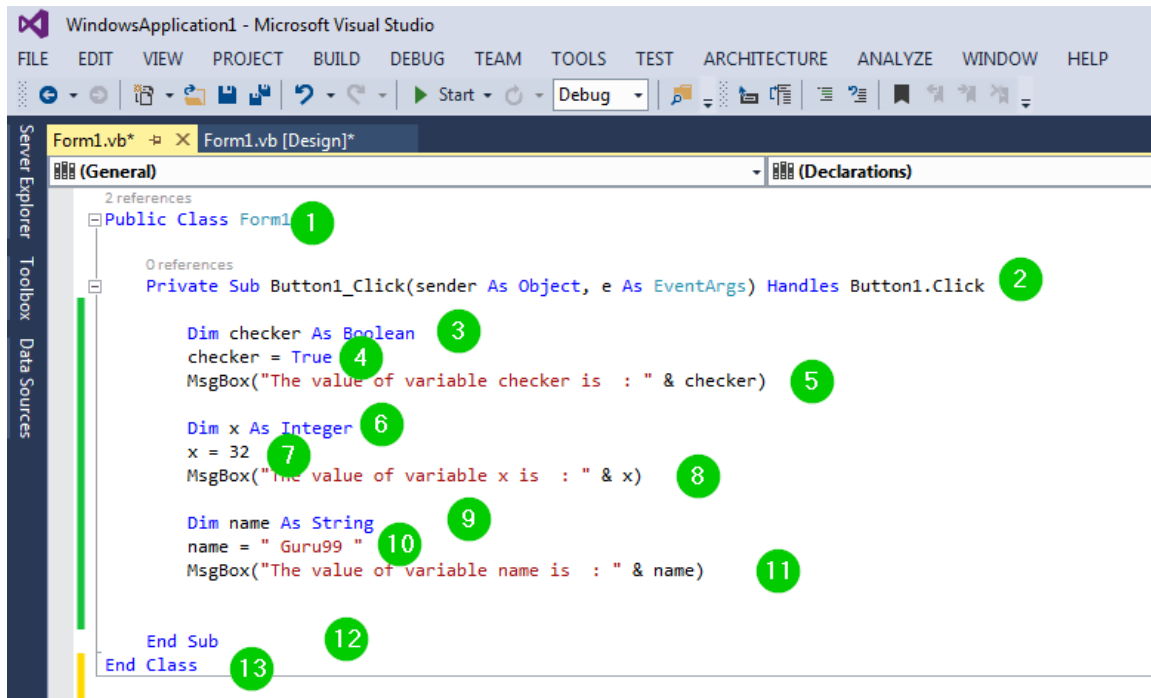
Click the OK button to move to the next dialog. It should be as follows:



Again, click the OK button to move to the next dialog. It should be as follows:



Here is a screenshot of the complete code for the above:



### Explanation of code:

1. Creating a public class named Form1
2. Creating a sub procedure named Button1\_Click. It will be called when the button is clicked. The sender object will raise the event while the e argument will have data for the event. EventArgs forms the base class for all VB.Net event arguments. The Handles Button1.Click states that the subprocedure will handle any click on the button.
3. Creating a Boolean variable named checker.
4. Assigning a value of True to the checker variable.
5. Creating a Message Box dialog to show some text and the value of variable checker.
6. Creating an integer variable named x.
7. Assigning a value of 32 to the variable x.
8. Creating a Message Box dialog to show some text and the value of variable x.
9. Creating a string variable named name.
10. Assigning a variable of Guru99 to the variable name.
11. Creating a Message Box dialog to show some text and the value of variable name.
12. Ending the sub-procedure.
13. Ending the class.