# General information about the batching:

* To open the command window click windows + R then write cmd
* Cmd file will be in system32 file.
* @ will make the commdn invisible.
* The file should be .bat
* Comment can be written using ::

# Batch command:

* Cls: clear the command
* Pause: makes pause
* dir: show the file inside the folder
* echo: show something for the user more information will be discussed about the echo.
* Exit: will close the command file
* Set var1=12 will assign 12 o var1

# Echo:

* Echo off will make the command invisible when we execute the code.
* Echo %varaiableName% will display the variable values.
* Echo without the % will show the word as string.
* Echo. Will make a new line

# Set:

* U can use set /a = to operate math operation.
* To get values from the user write set /p

# Function and labels:

* To write label use :label1
* To go to a certain label use goto : the name of the label
* U can use the label as a function by calling it using call instead goto for example call : label1. At the end of the function write goto :eof
* The parameter can be passed to the fuction
* U can access the parameter using %~1 for the first parameter and %~2 for the second parameter.

# Working With Files:

* Mkdir folder1: Create new folder with folder1 name
* Echo.>test1.txt : create file named test1
* Redir /s folder1 : delete the folder with name folder1
* Move test1.txt test2.txt : rename the file
* Set /p var1>test1.txt : write the content of test1 in variable

# Dfcd

# 

# VB

# General

* Dim: it is used to declare variable
* Const : it is used to declare const

# Array:

* To declare array -> dim array(1,9)
* Another way to declare array is var1 = Array(var1,var2,..)
* To assay values to array Var(1,2)=4
* To convert array to string u can use join

# Message Box and Object:

* To declare message box ->MsBox(msg,style,title)
* To create object set Obj1 = CreateObject( Scripting.F…)
* Wscript.echo : Show message to the user
* FilesystemObject:
  + getFolder
  + CreateFolder
  + moveFolder
  + FolderEXITS

# 