Delphi Incomplete reference

Please send me feedback

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This resource may not be sold.

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For a better reference visit: http://www.delphibasics.co.uk/

Ffixed/ffcurency:

```
//not this can only be done with a real/float variable
FloattostrF(rNum, ffcurency, 8, 4)
FloattostrF(rNum, Ffixed, 8, 4)
//8 : numbers in front of the comma or fullstop
//4 : decimal places
```

Date/Time:

```
ShowMessage('Today = '+DateToStr(Date));
Today = 29/10/2002
```

Message dialog:

Passwords:

```
Edit2.PasswordChar := '•';
```

Random:

```
iRandom := RANDOM(10) + 1;
```

//random(10) will give you a random value from 0 to 9 the plus one will give you 1 to 10

Jpeg:

uses

Windows, Messages, SysUtils, Variants, Classes, Graphics, Controls, Forms, Dialogs, StdCtrls, ExtCtrls, ComCtrls, JPEG;

img.picture.LoadFromFile('image.jpg');

Text files:

```
Reading from:
if FileExists('Names.txt') <> true
      ShowMessage('File does not exist');
      Exit;
end;
AssignFile(fileRead, 'Names.txt');
Reset(fileRead);
while NOT EoF (fileRead)//while it is not end of file
//only use while loops for looking in text files
      ReadLn(fileRead, sLine); //assign sline the current line
      iLength := length(sLine);
      if SLine = ' ' then delete(sLine,1, iLength);
      iPos := POS('#',SLine);
      sName := COPY(sLine, 1, iPos - 1);
      DELETE(sLine, 1, iPos);
      iAge := strtoint(sLine);
end;
```

```
Writing to:
AssignFile(myFile, 'Test.txt');
ReWrite(myFile);
append(myFile);
WriteLn(myFile, sline);
CloseFile(myFile);
Sorting:
for iLoop := 1 to iCount - 1
      for iLoop2 := iLoop + 1 to iCount
             if arrHeight[iLoop2] < arrHeight[iLoop]</pre>
                   sTemp := inttostr(arrHeight[iLoop]);
                   arrHeight[iLoop] := arrHeight[iLoop2];
                   arrHeight[iLoop2] := strtoint(sTemp);
end;end;end;
Array:
Array(2d):
arrTwoD: Array [1..10, 1..10] of integer;
arrTwoD[iRow][ iCol];
String grid:
stgDisplay.Cells[iCol, iRow]
stgDisplay.Cells[iCol, iRow]
```

Databases not sql:

```
Number of records:
iCount := adoFruitandveg.RecordCount;
Displaying a field:
adoFruitandveg.Open;
adofruitandveg.first;
while not adofruitandveg.eof
      redOut.Lines.Add(adofruitandveg['FVName']);
      adofruitandveg.next;
end;
adofruitandveg.Close;
Searching for the first instance:
adoFruitAndVeg.Open;
if adoFruitAndVeg.Locate('FVname', sVeg, []) = true
      redOut.Lines.Add(adoFruitAndVeg['FVName'] + ' found in position ' +
      inttostr(adoFruitAndVeg['ID']));
end
else
      redOut.Lines.Add('not found in database');
end;
adoFruitandveg.Close;
```

Feld by name

ado Qry Bookings. Field By Name ('Start Of Booking'). As Date Time

Searching for multiple instances:

```
adoFruitandveg.Open;
adoFruitandveg.First;
while not adoFruitandveg.Eof
   if uppercase(adoFruitandveg['colour']) = uppercase(sCol)
        sOutput := sOutput + adoFruitandveg['FvName'] + ',';
   end;
   adoFruitandveg.Next;
end;
adoFruitandveg.Close;
```

```
Sorting data:
adoFruitandveg.Open;
adofruitandveg.First;
adofruitandveg.Sort := 'Price DESC';
while not adofruitandveg.Eof
      redOut.Lines.Add(floattostrF(adoFruitandveg['Price'], ffCurrency,8,2)
      + #9 + adoFruitandveg['FVName']);
      adoFruitandveg.Next;
end;
adoFruitandveg.Close;
Inserting data:
sName := inputBox(",'Enter name',");
adoFruitandveg.Insert;
adoFruitandveg['FVName'] := sName;
```

adoFruitandveg.Post;

```
Updating a record:
adoFruitandveg.Open;
adoFruitandveg.First;
while not adoFruitandveg.Eof
      adoFruitandveg.edit;
      if uppercase(adoFruitandveg['FVName']) = uppercase(sVeg)
            adoFruitandveg['Colour'] := sCol;
      end;
      adoFruitandveg.Post;
      adoFruitandveg.Next;
end;
adoFruitandveg.Close;
Deleting a record:
adoFruitandveg.Open;
adoFruitandveg.First;
if AdoFruitandveg.Locate('FVName', sVeg, [])
      if messageDlg('Sure you want to delete recod for ' + sVeg +'?',
      mtWarning,[mbOk, mbCancel], 0) = mrOk
            adoFruitandVeg.Delete;
      end;
end;
adoFruitandveg.Close;
```

Filtering:

adoTable.filter('string');

adotable.filtered;//can't use this in tests

Methods:

Searching for a substring:

Containstext('help me', help) //this returns true or false depending on if a the substring is found or not

String and character Methods:

CHAR	CHAR(65) (= 'A')	Converts an ascii value to a character
ORD	ORD('A') (= 65)	Finds the ascii value of a character
LENGTH	LENTH('Sally') (= 5)	Counts the number of characters in a String
UPPERCASE	UPPERCASE(sally) (= SALLY)	Converts the whole String to uppercase
POS	POS('#', 'Sally#18') (=6)	Finds the position of a substring in a String
СОРҮ	COPY('Frederick', 1, 3) (= 'Fre')	Copies 3 characters from the existing String from index 1
DELETE	DELETE('Fredericko',5,6) (= 'Fred')	Deletes 6 characters from the existing String from index 5
TRIM	TRIM ('spaces') (= 'spaces')	Cuts off white space before and after the actual characters in the String

Mathematical Methods:

DIV	10 DIV 5 (= 2)	Divide integers to get
		an integer answer
MOD	10 MOD 5 (= 0)	Remainder after
		dividing
INC	INC(2) (= 3)	Adds 1 onto the
		existing number
DEC	DEC(2) (= 1)	Subtracts 1 from the
		existing number
TRUNC	TRUNC(8.7) (= 8)	Cuts off the decimal
		part and leaves the
		whole number
ROUND	ROUND(8.7) (= 9)	Rounds off the existing
		number
FRAC	FRAC(8.7) (= 7)	Cuts off the whole
		number and returns
		the decimal part
SQR	SQR(4) (= 16)	Squares the number
SQRT	SQRT(16) (= 4)	Finds the square root
		of the number
ABS	ABS (-4) (= 4)	Ensures that the
		number is positive in
		all cases
POWER	POWER(2,3) (= 8)	Raises the 1st number
		to the power of the
		2nd number

Procedures:

Declaring:

```
procedure blablabla(sIn: string; var sOut: string);
sOut := sIn;
```

Calling:

end;

blablabla (sIn, sOut);

Functions:

sSRealtr := getString(sAnyString);

Dynamic objects:

```
btnTemp: TButton; //step 1 - Declare your global object
procedure TForm1.StaticButton1Click(Sender: TObject);
      //step 2 - create your dynamic button
      btnTemp := TButton.Create(Form1);
      // Step 3 - Set properties of your object
      btnTemp.Caption := 'Say hello';
      with btnTemp do
            Height := StaticButton1.Height; // did this so that the objects
            could be placed in relation to the other
            Width := StaticButton1.Width;
            Top := StaticButton1.Top + StaticButton1.Height;
            Left := StaticButton1.Left + StaticButton1.Width;
            Parent := Form1;
      end;
      //Step 5 - assign your methods to your object events
      btnTemp.OnClick := btnTempwhenClicked;
end;
//Step 4 - create procedure for your methods
procedure TForm1.btnTempwhenClicked(Sender: TObject);
begin
      showmessage('Hello!');
end;
```

More advanced:

```
for iLoop := 1 to 9 do
      arrBtnNumbers[iLoop] := TButton.Create(Form1);
      with arrBtnNumbers[iLoop] do
            Parent := Form1;
            Caption := '+' + inttostr(iLoop);
            width := 75;
            height := 25;
            left := 8;
            if iLoop = 1 then
                  top := StaticBtnReset.height + StaticBtnReset.top + 1
            else
                  top := arrBtnNumbers[iLoop - 1].height +
                  arrBtnNumbers[iLoop - 1].top + 1;
            onClick := NumberClick;
      end;
 end;
procedure TForm1.NumberClick(Sender: TObject);
begin
      iSum := iSum + strtoint((Sender as TButton).Caption[2]);
      lblSum.Caption := inttostr(iSum);
end;
```

Object orientated programming:

```
Separate unit:
TMatricDance = class // data type
private
      fBoy: string;
      fGirl: string;
public
      constructor create; overload; // allways create
      constructor create(sB, sG: string);overload;
      //mutators
      procedure setBoyName(sB: string); // always set
      procedure setGirlName(sG: string);
      // accessors
      function getBoyName: string;
      function getGirlName: string;// always get
      // auxillary
      function toString: string;
primary unit:
var
 Form1: TForm1;
 couple: TMatricDance;
```

```
constructing in primary unit:
procedure TForm1.Button3Click(Sender: TObject);
var
 sBoy: string;
 sGirl: string;
begin
      sBoy := inputbox(", 'Boy"s name', ");
      sGirl := inputbox(", 'Girl"s name', ");
      couple := TMatricDance.create(sBoy, sGirl);
      RichEdit1.lines.add(couple2.toString);
end;
Mutators:
procedure TMatricDance.setBoyName(sB: string);
begin
fBoy := sB;
end;
Accessors:
function TMatricDance.getBoyName: string;
begin
 result := fBoy;
end;
```

Databases sql: refer to online resources for more sql stuff

SELECT * FROM Customers;

SELECT [CustomerID] FROM Customers;

SELECT DISTINCT[CustomerID] FROM Customers;

SELECT TOP 5 CustomerName FROM Customers;

SELECT CustomerName, City FROM Customers WHERE City = London;

SELECT * FROM Customers ORDER BY CustomerID DESC;

SELECT COUNT([*]) AS NumRecords FROM Customers;

SELECT SupplierID, SUM([Price]) AS TotPoP FROM Products GROUP BY SupplierID;

SELECT SupplierID, AVG([Price]) AS AvgPoP FROM Products GROUP BY SupplierID;

SELECT SupplierID, MIN([Price]) AS TotPoP FROM Products GROUP BY SupplierID;

SELECT SupplierID, FIRST([Price]) AS AvgPoP FROM Products GROUP BY SupplierID;

SELECT SupplierID, AVG([Price]) AS AvgPoP FROM Products GROUP BY SupplierID HAVING NOT SupplierID = 1;

INSERT INTO Products (ProductID, ProductName, SupplierID, CategoryID, Unit, Price) VALUES (100, 'Gumbo Mix', 1, 2, '30 boxes', 22);

UPDATE Products SET SupplierID = 101 WHERE SupplierID = 1;

DELETE FROM Products WHERE SupplierID = 101;

SELECT Customers. CustomerID, Orders. OrderID FROM Customers,

Orders WHERE Orders. CustomerID = Orders. CustomerID;

SELECT SupplierID FROM Products Union SELECT CustomerID FROM Customers;