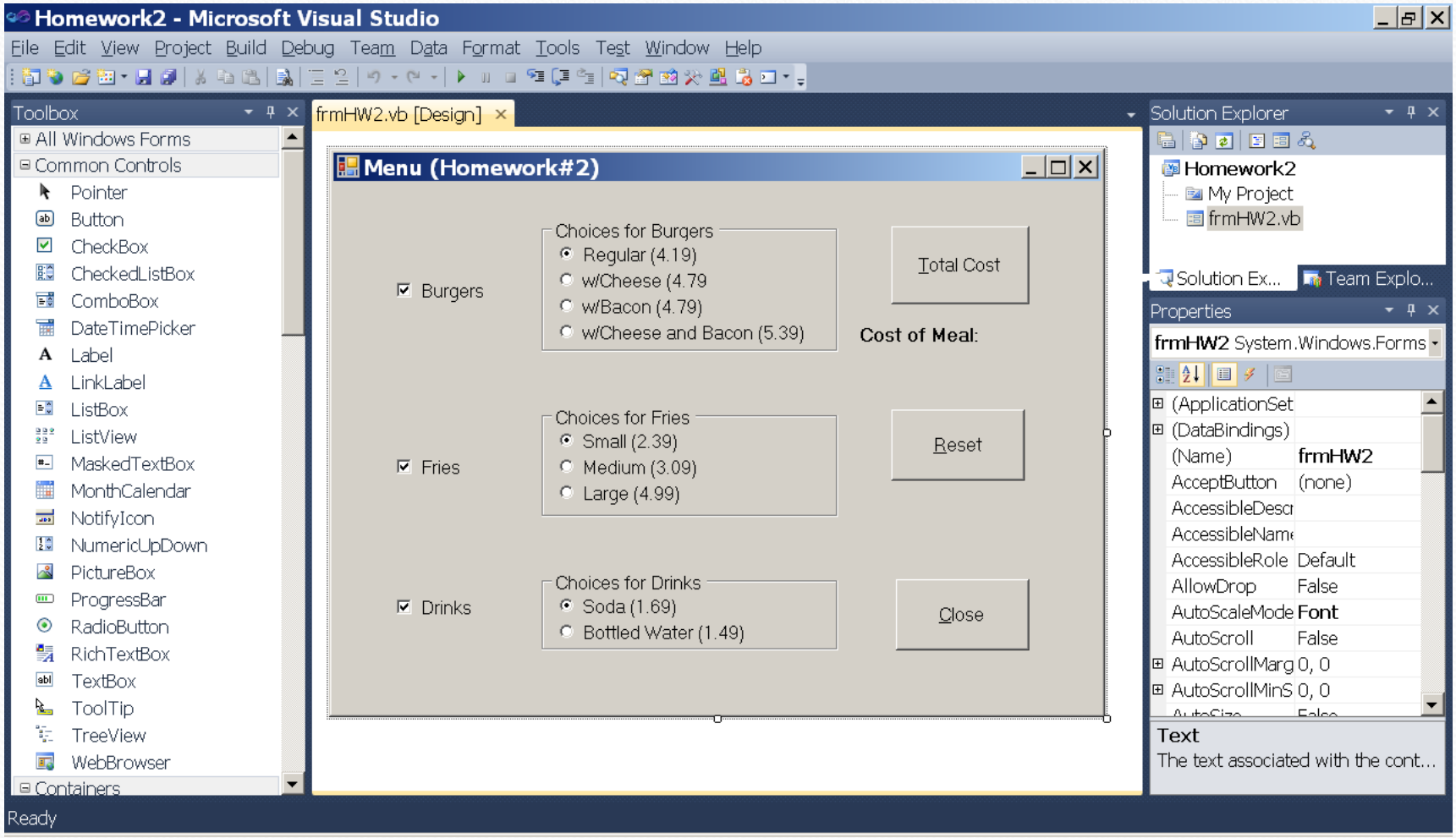
The Beginning

1. IDE – Interactive Development Environment
2. Forms, Controls, Properties, Events
3. Syntax and Semantics of a Language
4. Style and Standards
5. A Few Standards
6. Activities – 4-5 per Section
7. Projects (1-4)

The IDE has 3 modes: Design (shown here); Running; and Debugging (Break) modes

1. IDE: Very Customizable



Tool Box on the Left has all the controls that can be placed on the form. It's "tacked" open currently.

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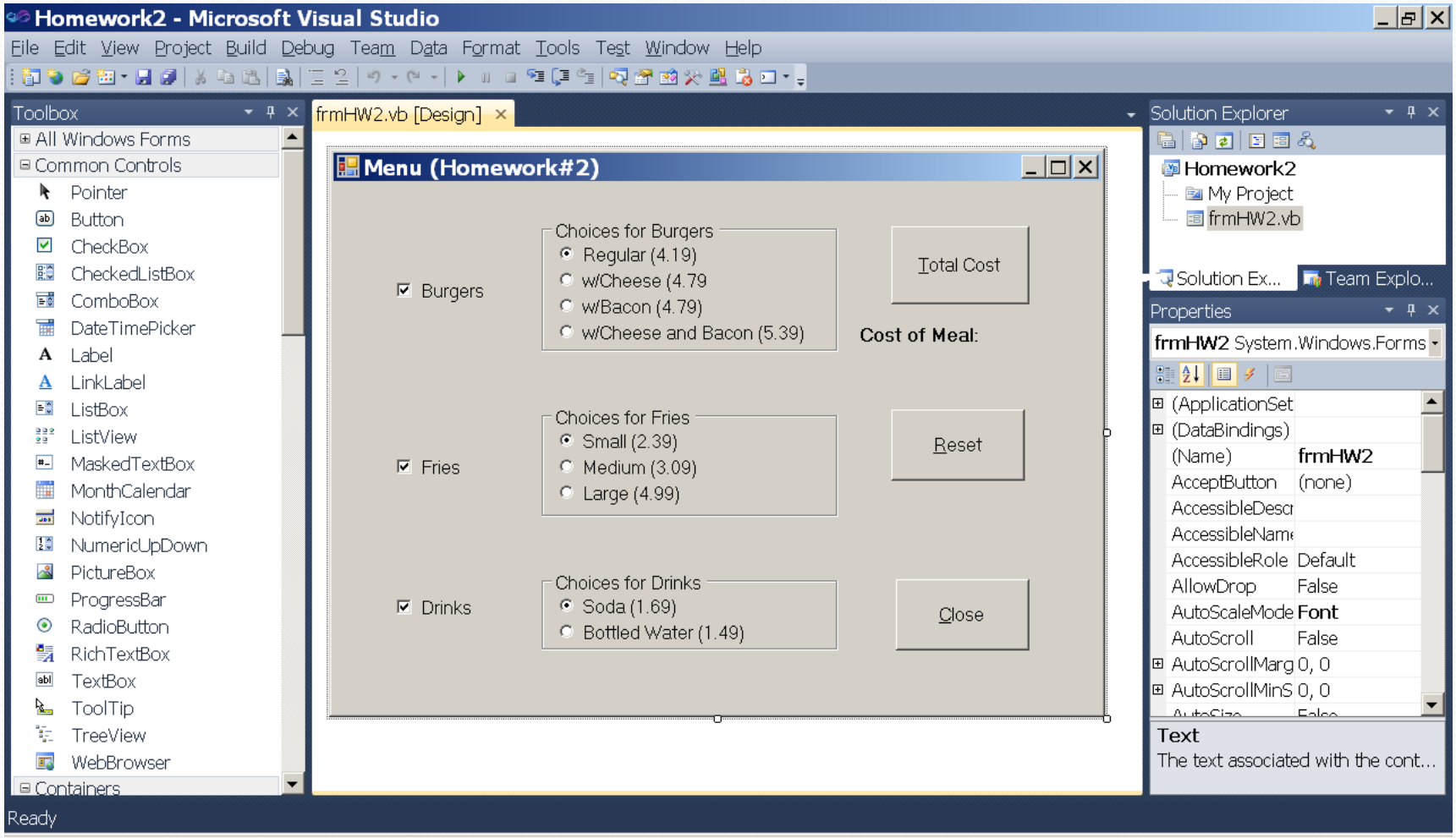

Solution Explorer Window shows frmHW2 which is opened. Form is shown in Design View; Also, the Form's Properties Window is Displayed.

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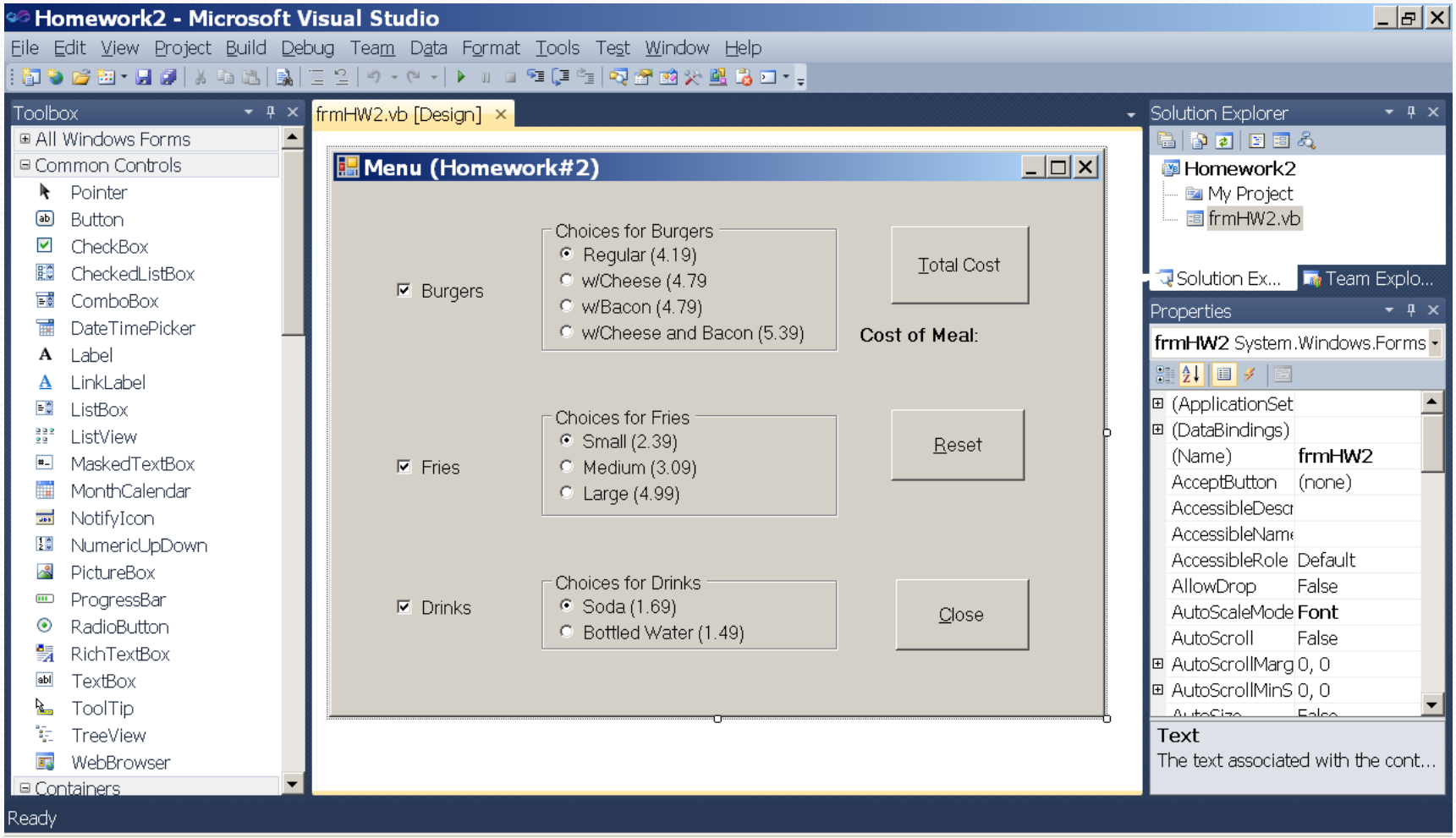


2) Forms, Controls, Properties, Methods, and Events

- Form: An Object which is ends up as a Window.
- Control: The Tool Box holds controls to be placed on a form.
  - Examples: Textbox, Label, Button
- Property: Forms and Controls have properties which are either Set or Read at Design Mode or at Run Mode.
  - Example: Label1.Text = "Name: "
- Method: Objects have methods which are invoked and typically pass parameters to it.
  - Example: lstPresidents.Items.Add("George Washington")
- Event: Objects have events which are implemented as code.
  - Example: Form_Load event occurs when Form is first loaded.

3. Syntax and Semantics

- The syntax of a language is the structure. IE: How to use the symbols of the language to get the desired results.
- The semantics of the language is the meaning of what those symbols produce.
- Example:
  - intIncrease += 1
    - This is a correct syntax in VB.Net.
    - The semantics of this statement means increment the variable intIncrease by one.
  - intIncrease := Add 1
    - This is incorrect syntax in VB.Net.
    - The semantics of this statement makes no sense.

4. Style and Standards

- Style is a way of writing the syntax of the language.
- These 3 style examples all perform the same semantics:
  - intIn = intIn + 1
  - intIn += 1
  - intIn = _

    intIn + _

    1
- Style is different in each of the above. So, standards are created when there are different ways of doing a thing. Standards are usually created by the organization that you are writing your code for. If they don't have any, bring your standards to them.

5. A Few Standards

1. Standard: Create a Block Comment at the beginning of the main form or program to identify the program function.

```
Public Class FrmMain
 '*************************************************************
  '* Name    : EncryptDecrypt Program
  '* Author  : Art Linn
  '* Purpose: Encrypt or Decrypt any data file
  '* Prompts: Prompts user for file names to use
  '* Updated:
  '*************************************************************
…
End Class
```

2. Every Sub or Function needs to have at least one comment at beginning of routine stating the purpose of that routine.

```
Private Sub StartUp()
   'Initializes to start or Restart program
…
End Sub
```

5. A Few Standards (continued)

3. Standard: Object naming conventions - The Name property.

```
Project Related:
Frm Form
Prj Project
Bas Bas Module
Cls Class Module

Note: FileName
should be same
```

```
Controls (Used Frequently):
Btn Button          Txt TextBox
Chk Checkbox        Tvw TreeView
Cbo ComboBox        Ttp ToolTip
Lbl Label           Containers:
Lst ListBox         Grp GroupBox
Pic PictureBox      Tbc TabControl
Rad RadioButton     Tbp TabPage
```

```
Menu & Tools:
Mnu Menu
Cmu ContextMenu
Sst StatusStrip
Tls ToolStrip
```

```
DialogBoxes:
Ofd OpenFileDialogBox
Sfd SaveFileDialogBox
Cdl ColorDialogBox
Fdl FontDialogBox
```

5. A Few Standards (continued)

4. Standard: Naming convention of variables

Variable Types:
Bol Boolean
Chr Char
Dbl Double
Dte Date
Int Integer
Lng Long
Obj Object
Sng Single
Str String

Examples:
BolDone
ChrValueRead
DblAmountOfLoan
DteStartOfLoan
IntCounter
LngInputRead
ObjValue
SngPercentOfLoan
StrAddressLine1

Ary Array	AryIntAge()

con Constant (Name in CAPS)	conMAXSIZE

5. A Few Standards (continued)

5. Standard: Definition of Variables should have comments following the definition that describe what that variable does.

```
'Encryption algorithm
    Dim I As Integer                    'Loop counter
    Dim IntSFH As Integer               'File handle for SourceFilename
    Dim IntTFH As Integer               'File handle for TargetFilename
    Dim StrIn As String                 'Read up to Max at one shot
    Dim IntPSWLen As Integer            'Length of the password
    Dim AryIntCodeAsc() As Integer      'Keeps the password ASCII values
    Dim IntNewCode As Integer           'New calculated ASCII number
    Dim LngOutCnt As Long               'Bytes written -should be same as read
    Dim StrOut As String                'Byte written out
```

Even though this is syntactically correct, avoid using this style.

```
'Encryption algorithm
    Dim IntSFH, IntTFH as integer 'File Handles for S/T
    Dim StrIn, _
        StrOut as integer          'Input/output strings
```

7. Activities (18)

- Example: 2.2(1;[3,4,5];[6,7,8];[20,21,23];35)
- The Solution Folder will be 2_2
- It will contain 5 Projects named:
  - 2_2_1;
  - 2_2_3_5;
  - 2_2_6_8;
  - 2_2_20_23;
  - 2_2_35
- Using Word or WordPad – copy and paste any code
  - Copy the Program working window (Alt+PrintScrn)
  - Paste that picture into Word

8. Projects (4)

- Each Project has these components.
  - Project from the book
  - Project#.exe: An executable example
    - One from each version
  - Auxiliary documents or files

- To submit Compress the solution folder
  - Zip Up Solution Folder
  - Upload it to be graded

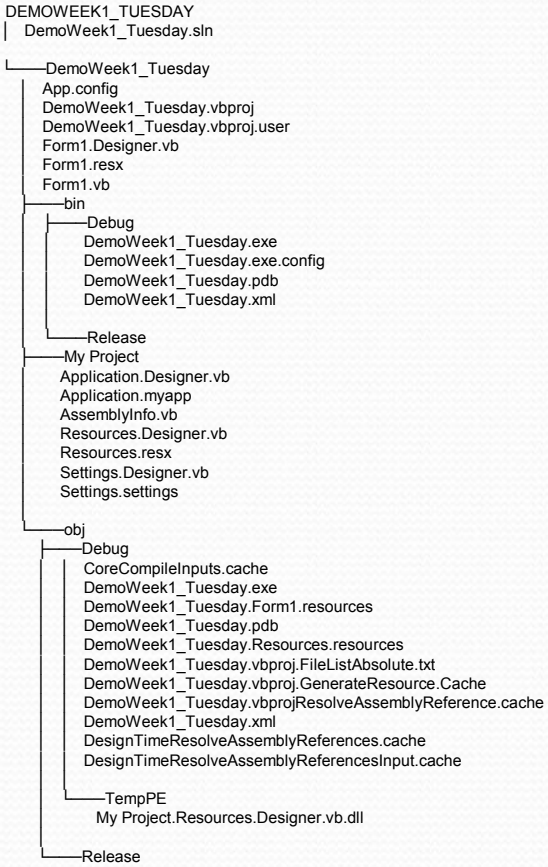
8. Project Folder Structure

Solution Folder:
Project Folder:

Bin Folder
Contains:
Debug which will
Contain the EXE
and **Your Files.**

My Project has the
Assemby information.

Obj Folder is used for
Compilation & linking
Is done and then
Placed in Bin.



The Beginning - Summary

If there are questions on any of these topics –
add a News Forum Item for response. Or, in addition to, check instructor's chat schedule to direct questions as well.

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