1. Performing Arithmetic Operation
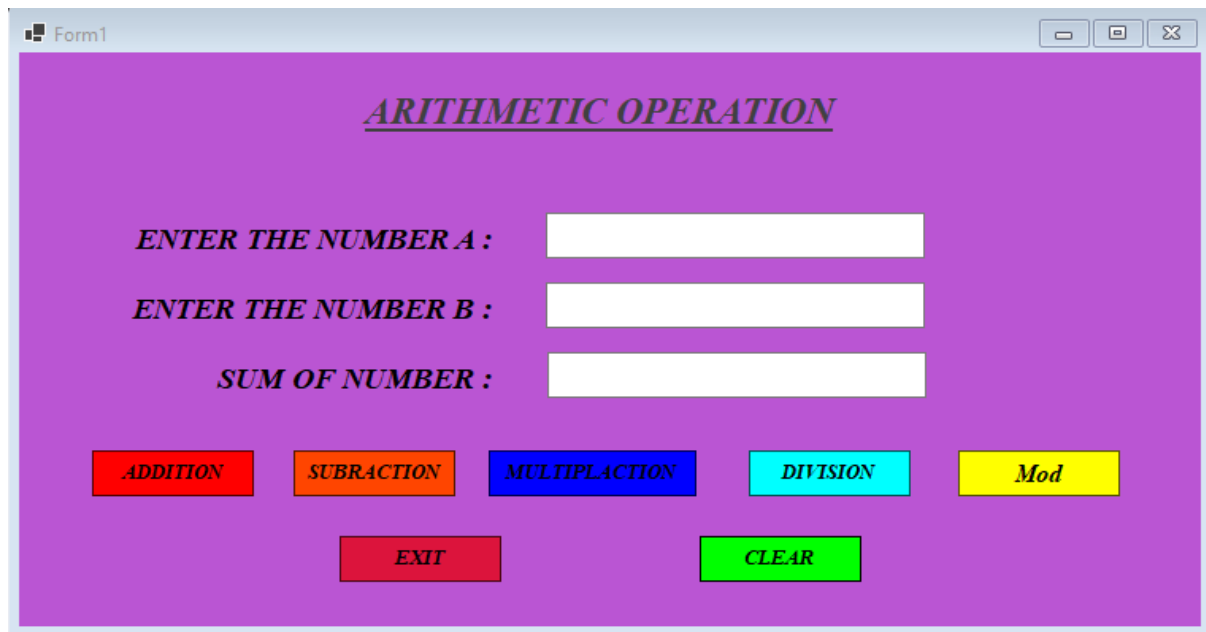
Aim:

To develop simple window application for performing arithmetic operation.

Design Screen

Property Table

Object Name	Property name	Property Value
Label1	Text	Enter The Number A
Label2	Text	Enter The Number B
Label3	Text	Sum Of Number
Button1	Text	Addition
Button2	Text	Clear
Button3	Text	Exit
Button4	Text	Multiplication
Button5	Text	Subtraction
Button6	Text	Division
Button7	Text	Mod

Source Code

```vb
Public Class Form1

    'ADDITION_button
    Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
        Dim sum As Integer
        sum = Val(TextBox1.Text) + Val(TextBox2.Text)
        TextBox3.Text = sum

    End Sub

    'End_button
    Private Sub Button3_Click(sender As Object, e As EventArgs) Handles Button3.Click
        End
    End Sub

    'Clear_button
    Private Sub Button2_Click(sender As Object, e As EventArgs) Handles Button2.Click
        TextBox1.Text = ""
        TextBox2.Text = ""
        TextBox3.Text = ""
        TextBox1.Clear()


    End Sub
    'sub button
    Private Sub Button5_Click(sender As Object, e As EventArgs) Handles Button5.Click
        Dim sum As Integer
        sum = Val(TextBox1.Text) - Val(TextBox2.Text)
        TextBox3.Text = sum
    End Sub

    'multiplaction_button
    Private Sub Button4_Click(sender As Object, e As EventArgs) Handles Button4.Click
        Dim sum As Integer
        sum = Val(TextBox1.Text) * Val(TextBox2.Text)
        TextBox3.Text = sum
    End Sub

    Private Sub Button6_Click(sender As Object, e As EventArgs) Handles Button6.Click
        Dim sum As Integer
        sum = Val(TextBox1.Text) / Val(TextBox2.Text)
        TextBox3.Text = sum
    End Sub



    Private Sub Button7_Click(sender As Object, e As EventArgs) Handles Button7.Click
        Dim sum As Integer
        sum = Val(TextBox1.Text) Mod Val(TextBox2.Text)
        TextBox3.Text = sum
    End Sub
End Class
```

Output :

2. Shopping Cart Application

Aim:

To develop a simple Shopping Cart application.

Design Screen

Property Table

Object Name	Property name	Property Value
Label2	Text	Dell laptop
Label3	Text	Lenovo laptop
Label4	Text	Hp laptop
Label5	Text	Acer laptop
CheckBox1	Text	65,000
CheckBox2	Text	54,000
CheckBox3	Text	58,999
CheckBox4	Text	72,346
Button1	Text	TOTAL
Button2	Text	CLEAR
Button3	Text	END

Source Code:

```vb
Public Class shopping_cart
    'Total button
    Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
        Dim total As Double = 0
        If CheckBox1.Checked Then
            total += 65000
        End If

        If CheckBox2.Checked Then
            total += 45000
        End If

        If CheckBox3.Checked Then
            total += 58999
        End If

        If CheckBox4.Checked Then
            total += 72346
        End If

        TextBox1.Text = total

    End Sub

    Private Sub Button2_Click(sender As Object, e As EventArgs) Handles Button2.Click
        CheckBox1.Checked = False
        CheckBox2.Checked = False
        CheckBox3.Checked = False
        TextBox1.Clear()

    End Sub

    Private Sub Button3_Click(sender As Object, e As EventArgs) Handles Button3.Click
        End
    End Sub

    End Class
```
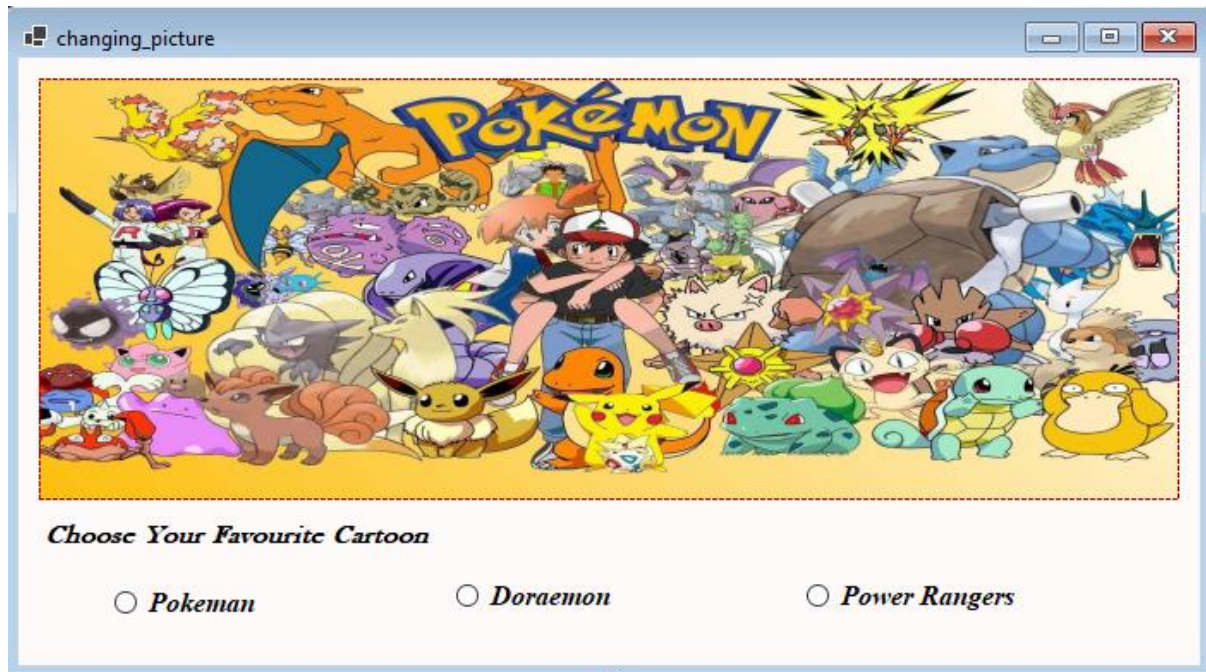
Output :

3. Changing Picture Using Radiobutton Controls

Aim:
To develop a simple application demonstrating radiobutton controls.

Design Screen

Property Table

Object Name	Property name	Property Value
RadioButton1	Text	Pokeman
RadioButton2	Text	Doramon
RadioButton3	Text	Power Ranger

Source Code:

```vb
Public Class changing_picture
    Private Sub RadioButton2_CheckedChanged(sender As Object, e As EventArgs) Handles
RadioButton2.CheckedChanged

        PictureBox1.Image = My.Resources.doraemon

    End Sub
    Private Sub RadioButton1_CheckedChanged(sender As Object, e As EventArgs) Handles
RadioButton1.CheckedChanged

        PictureBox1.Image = My.Resources.pokemon

    End Sub

    Private Sub RadioButton3_CheckedChanged(sender As Object, e As EventArgs) Handles
RadioButton3.CheckedChanged

        PictureBox1.Image = My.Resources.powerrangers

    End Sub

End Class
```

Output :
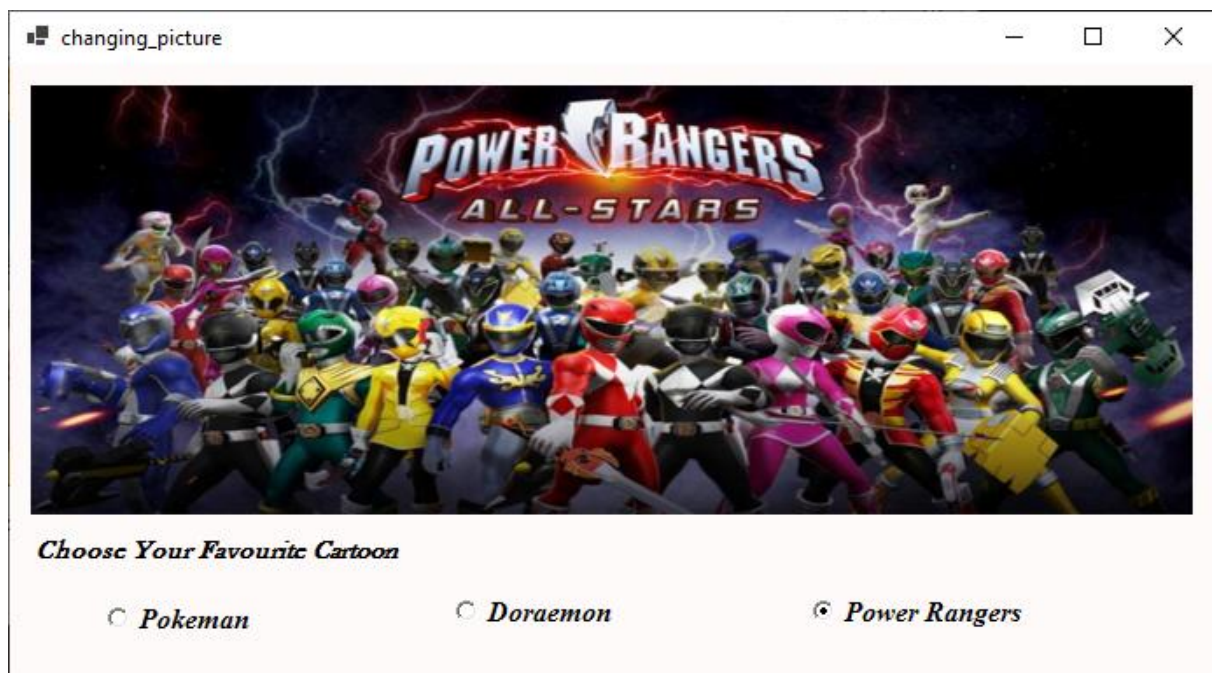
4. Simple Calculator

Aim:
To develop a simple arithmetic calculator.

Design Screen
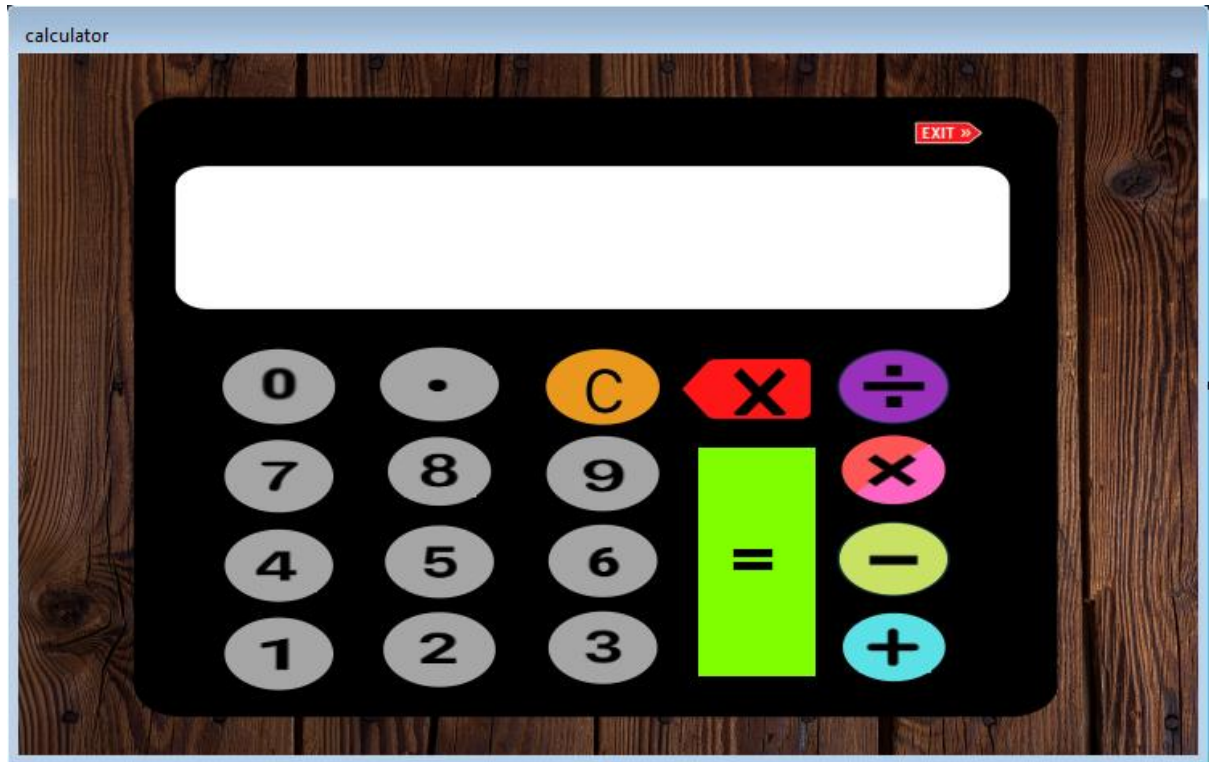
Property Table

Object Name	Property Name	Property Value
TextBox1	Text	
TextBox2	Text	
Button1	Text	0
Button2	Text	.
Button3	Text	Clear
Button4	Text	=
Button5	Text	Delete
Button6	Text	7
Button7	Text	8

Button8	Text	9
Button9	Text	4
Button10	Text	5
Button11	Text	6
Button12	Text	1
Button13	Text	2
Button14	Text	3
Button15	Text	/
Button16	Text	*
Button17	Text	-
Button18	Text	+
Button19	Text	End

Source Code:

```vb
Public Class calculator

    Dim a As Decimal
    Dim b As Decimal
    Dim c As Integer
    'Dim operation As Boolean = False


    'button zero
    Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
        TextBox1.Text += "0"
    End Sub

    'button dot
    Private Sub Button2_Click(sender As Object, e As EventArgs) Handles Button2.Click
        Dim s As String
        s = TextBox1.Text
        If Not s.Contains(".") Then
            TextBox1.Text += "."
        End If
    End Sub

    'button clear
    Private Sub Button3_Click(sender As Object, e As EventArgs) Handles Button3.Click
        TextBox1.Clear()
        TextBox2.Clear()

    End Sub

    'button delete
    Private Sub Button5_Click(sender As Object, e As EventArgs) Handles Button5.Click
```

```vbnet
        If TextBox1.Text.Length > 0 Then
            TextBox1.Text = TextBox1.Text.Remove(TextBox1.Text.Length - 1, 1)
        End If

        'If TextBox2.Text.Length > 0 Then
        'TextBox2.Text = TextBox2.Text.Remove(TextBox2.Text.Length - 1, 1)
        'End If

    End Sub

    'button end
    Private Sub Button19_Click(sender As Object, e As EventArgs) Handles
Button19.Click
        End
    End Sub

    'button one
    Private Sub Button12_Click(sender As Object, e As EventArgs) Handles
Button12.Click
        TextBox1.Text += "1"
    End Sub

    'button two
    Private Sub Button13_Click(sender As Object, e As EventArgs) Handles
Button13.Click
        TextBox1.Text += "2"
    End Sub

    'button three
    Private Sub Button14_Click(sender As Object, e As EventArgs) Handles
Button14.Click
        TextBox1.Text += "3"
    End Sub

    'button four
    Private Sub Button9_Click(sender As Object, e As EventArgs) Handles Button9.Click
        TextBox1.Text += "4"
    End Sub

    'button five
    Private Sub Button10_Click(sender As Object, e As EventArgs) Handles
Button10.Click
        TextBox1.Text += "5"
    End Sub

    'button six
    Private Sub Button11_Click(sender As Object, e As EventArgs) Handles
Button11.Click
        TextBox1.Text += "6"
    End Sub

    'button seven
    Private Sub Button6_Click(sender As Object, e As EventArgs) Handles Button6.Click
        TextBox1.Text += "7"
    End Sub

    'button eight
    Private Sub Button7_Click(sender As Object, e As EventArgs) Handles Button7.Click
        TextBox1.Text += "8"
    End Sub

    'button nine
```

```vb
    Private Sub Button8_Click(sender As Object, e As EventArgs) Handles Button8.Click
        TextBox1.Text += "9"
    End Sub

    'button addtion
    Private Sub Button18_Click(sender As Object, e As EventArgs) Handles
Button18.Click
        TextBox1.Text += " + "
    End Sub

    'button subraction
    Private Sub Button17_Click(sender As Object, e As EventArgs) Handles
Button17.Click
        TextBox1.Text += " - "
    End Sub

    'button multiplication
    Private Sub Button16_Click(sender As Object, e As EventArgs) Handles
Button16.Click
        TextBox1.Text += " * "
    End Sub

    'button division
    Private Sub Button15_Click(sender As Object, e As EventArgs) Handles
Button15.Click
        TextBox1.Text += " / "
    End Sub

    'button equal
    Private Sub Button4_Click(sender As Object, e As EventArgs) Handles Button4.Click
        Dim query As String = TextBox1.Text
        Dim result = New DataTable().Compute(query, Nothing)
        TextBox2.Text = result
    End Sub

    Private Sub calculator_Load(sender As Object, e As EventArgs) Handles MyBase.Load

    End Sub
End Class
```
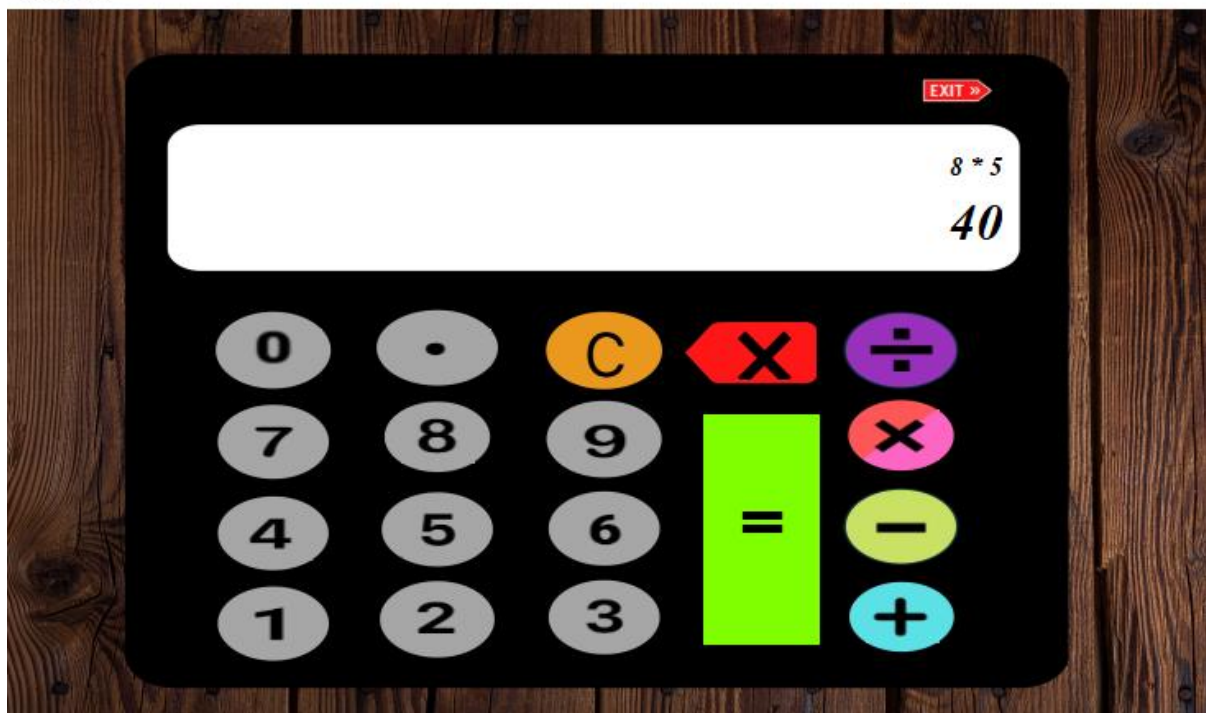
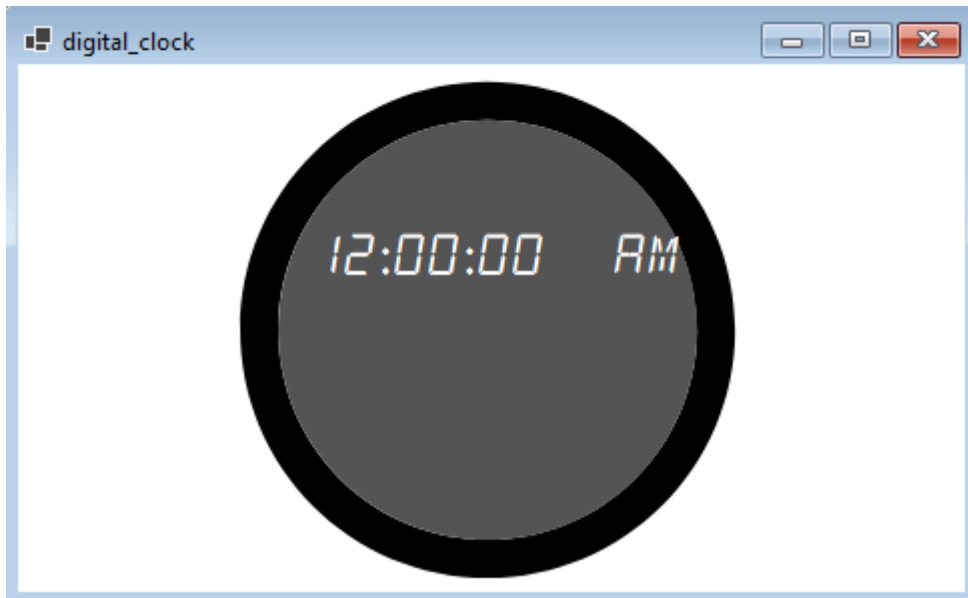**Output :**

5. Digital Clock

Aim:
To develop a simple Digital Clock application.

Design Screen

Property Table

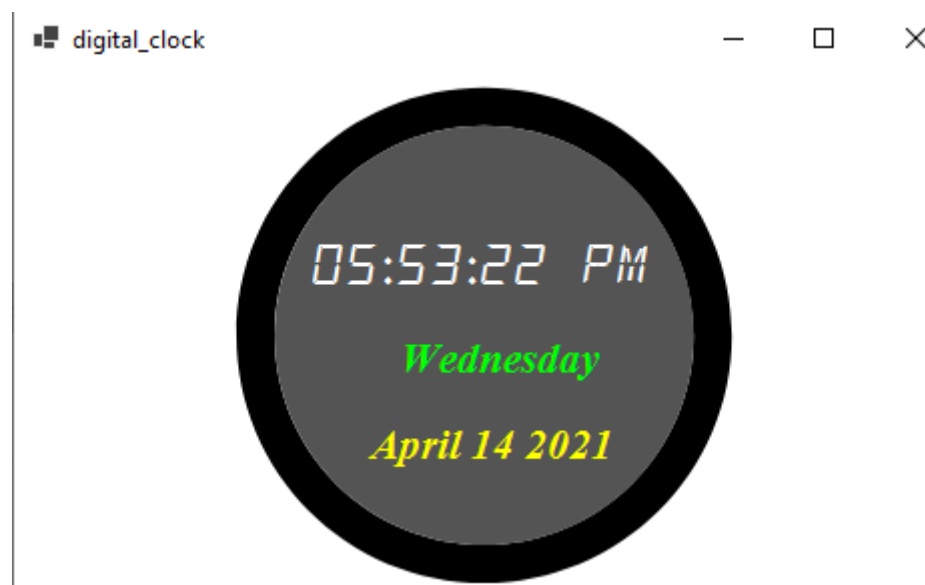| Object Name	Property name	Property Value
Label1	Text	
Label2	Text	
Label4	Text	

Source Code:

```vbnet
Public Class digital_clock
    Private Sub digital_clock_Load(sender As Object, e As EventArgs) Handles
MyBase.Load
        '  Label1.Text = Now
        ' Timer1.Enabled = True
        'Timer1.Interval = 300
    End Sub

    Private Sub Timer1_Tick(sender As Object, e As EventArgs) Handles Timer1.Tick
        ' Label1.Text = TimeString    '24 hours
        Label1.Text = DateTime.Now.ToString("hh:mm:ss tt")    'time with AM and PM
        Label2.Text = DateTime.Now.ToString("dddd")    'Day
        Label4.Text = DateTime.Now.ToString("MMMM dd yyyy")    'Date

    End Sub

End Class
```
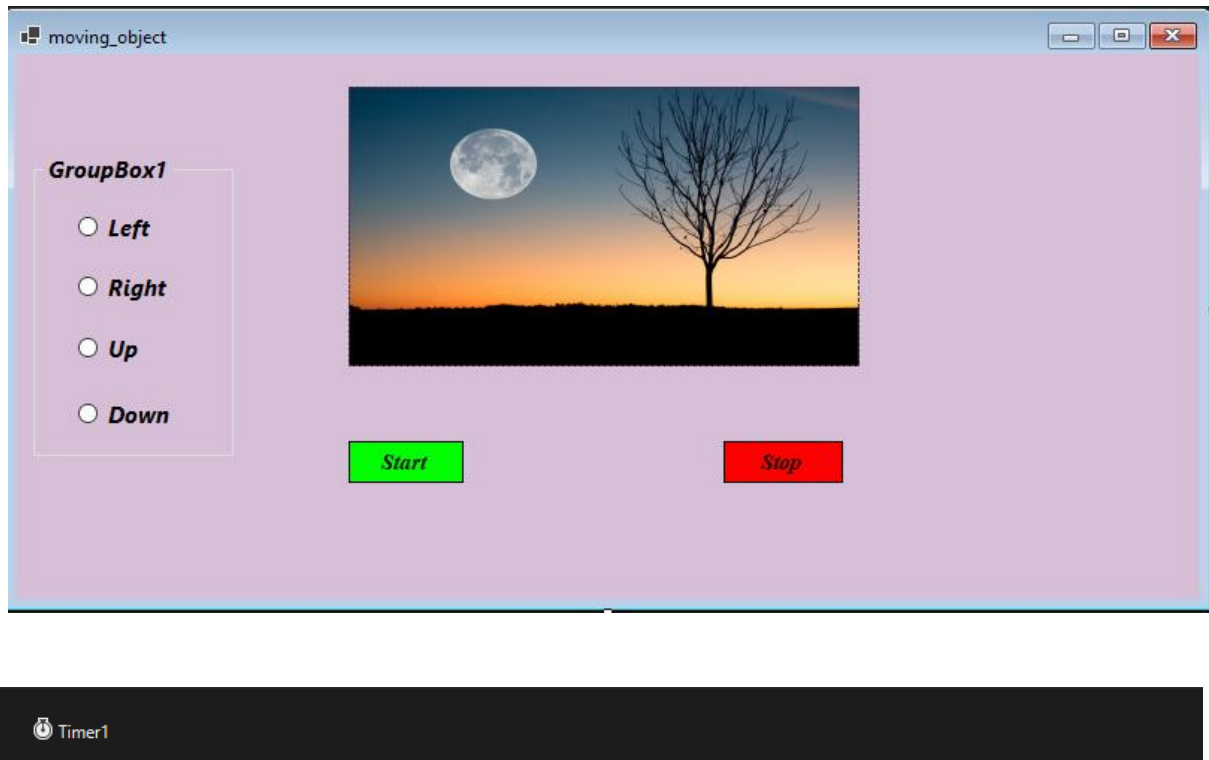
Output :

6. Moving Object

Aim:

To Develop an application demonstrating PictureBox.Left, PictureBox.Up, & Timer Controls

Design Screen

Property Table

Object Name	Property name	Property Value
RadioButton1	Text	Left
RadioButton2	Text	Right
RadioButton3	Text	Up
RadioButton4	Text	Down
Button1	Text	Start
Button2	Text	Stop
GroupBox1	Text	

Source Code:

```vb
Public Class moving_object
    'start button
    Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
        Timer1.Interval = 300
        Timer1.Enabled = True

    End Sub

    'stop button
    Private Sub Button2_Click(sender As Object, e As EventArgs) Handles Button2.Click
        Timer1.Enabled = False
    End Sub

    Private Sub Timer1_Tick(sender As Object, e As EventArgs) Handles Timer1.Tick
        'left
        If (RadioButton1.Checked) Then
            '     PictureBox1.Left -= 30
            If PictureBox1.Left > 0 Then
                PictureBox1.Left -= 30
            Else
                PictureBox1.Left = Me.Width
            End If
        End If

        'Right
        If (RadioButton2.Checked) Then
            If PictureBox1.Left < Me.Width Then
                PictureBox1.Left += 30
            Else
                PictureBox1.Left = 0
            End If
        End If
        'Up
        If (RadioButton3.Checked) Then
            If PictureBox1.Top > 0 Then
                PictureBox1.Top -= 30
            Else
                PictureBox1.Top = Me.Height
            End If
        End If
        'Down
        If (RadioButton4.Checked) Then
            If PictureBox1.Top < Me.Height Then
                PictureBox1.Top += 30
            Else
                PictureBox1.Top = 0
            End If
        End If

    End Sub


End Class
```
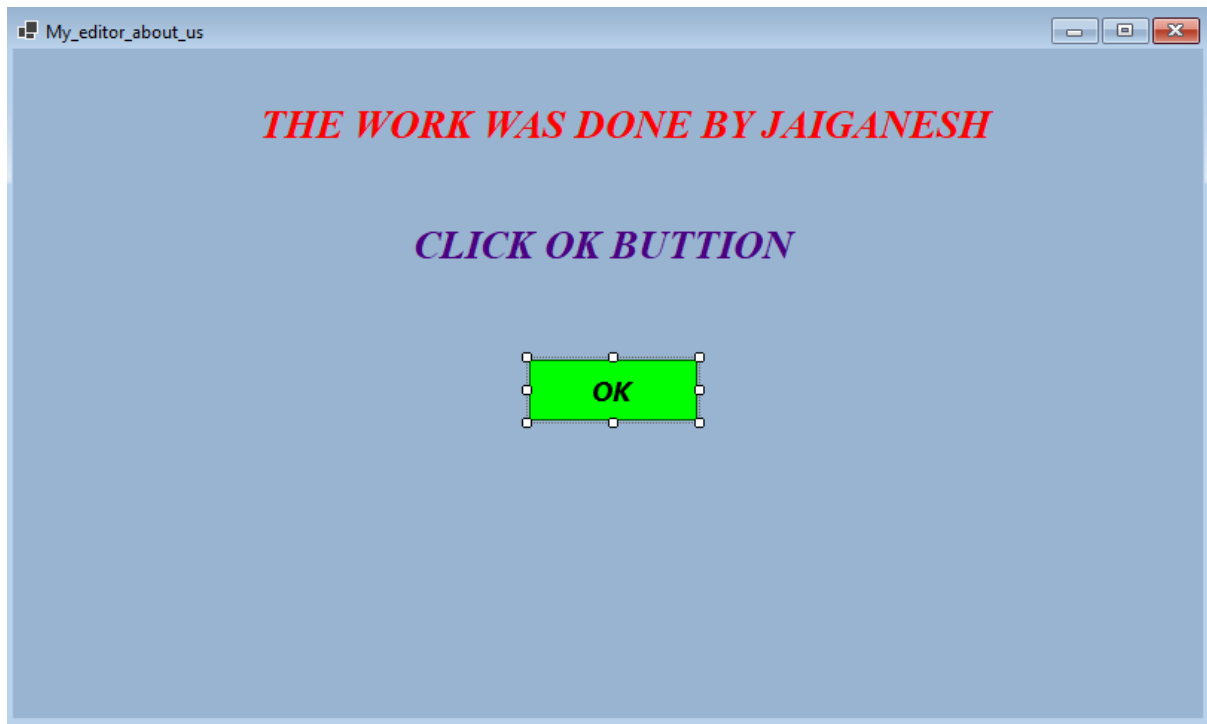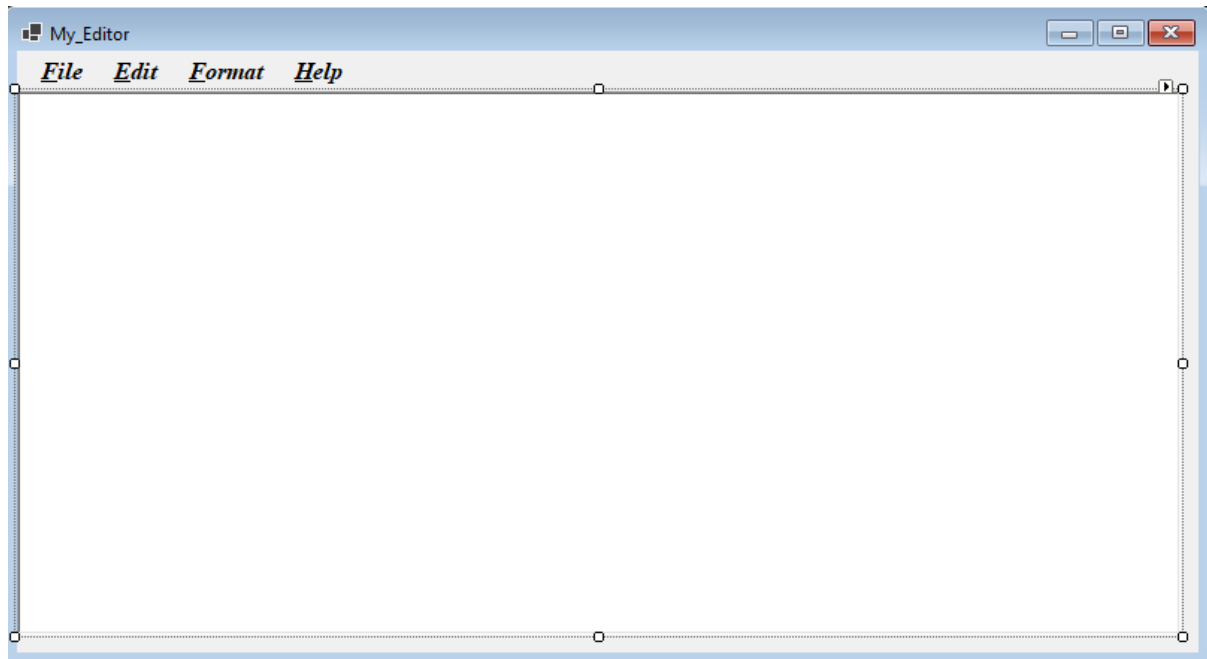
Output :

7. Simple Text Editor

Aim:
To develop a simple Text Editor application.

Design Screen

Property Table

Object Name	Property name	Property Value
Label1	Text	The work was done by Jaiganesh
Label2	Text	Click ok button
Button1	Text	OK

Source Code:

```vb
'my_Editor

Public Class My_Editor

    'New menuitem
    Private Sub ToolStripMenuItem2_Click(sender As Object, e As EventArgs) Handles
ToolStripMenuItem2.Click
        RichTextBox1.Clear()
        Me.Text = "Untitled"
    End Sub

    'open menutiem
    Private Sub ToolStripMenuItem3_Click(sender As Object, e As EventArgs) Handles
ToolStripMenuItem3.Click

        OpenFileDialog1.Filter = "Text Files|*.txt|All Files|*.*"
        If (OpenFileDialog1.ShowDialog() <> DialogResult.Cancel) Then
           RichTextBox1.LoadFile(OpenFileDialog1.FileName,
          RichTextBoxStreamType.RichText)
           Me.Text = OpenFileDialog1.FileName
        End If

    End Sub

    'save menutiem
    Private Sub ToolStripMenuItem6_Click(sender As Object, e As EventArgs) Handles
ToolStripMenuItem6.Click

        SaveFileDialog1.Filter = "Text Files|*.txt|All Files|*.*"
        If (SaveFileDialog1.ShowDialog() <> DialogResult.Cancel) Then
            RichTextBox1.SaveFile(SaveFileDialog1.FileName,
RichTextBoxStreamType.RichText)
            Me.Text = SaveFileDialog1.FileName
        End If

    End Sub

    'exit_menutiem
    Private Sub ToolStripMenuItem7_Click(sender As Object, e As EventArgs) Handles
ToolStripMenuItem7.Click
        End
    End Sub
```

```vbnet
    'undo_button
    Private Sub ToolStripMenuItem8_Click(sender As Object, e As EventArgs) Handles
ToolStripMenuItem8.Click
        If (RichTextBox1.CanUndo()) Then
            RichTextBox1.Undo()
        End If
    End Sub


    'redo_menutiem
    Private Sub ToolStripMenuItem9_Click(sender As Object, e As EventArgs) Handles
ToolStripMenuItem9.Click
        If (RichTextBox1.CanRedo()) Then
            RichTextBox1.Redo()
        End If
    End Sub


    'cut_menutiem
    Private Sub ToolStripMenuItem10_Click(sender As Object, e As EventArgs) Handles
ToolStripMenuItem10.Click
        RichTextBox1.Cut()
    End Sub


    'copy_menutiem
    Private Sub ToolStripMenuItem11_Click(sender As Object, e As EventArgs) Handles
ToolStripMenuItem11.Click
        RichTextBox1.Copy()
    End Sub


    'paste_menutiem
    Private Sub ToolStripMenuItem12_Click(sender As Object, e As EventArgs) Handles
ToolStripMenuItem12.Click
        RichTextBox1.Paste()
    End Sub


    'selectall_menutiem
    Private Sub ToolStripMenuItem13_Click(sender As Object, e As EventArgs) Handles
ToolStripMenuItem13.Click
        RichTextBox1.SelectAll()
    End Sub


    'font_menutiem
    Private Sub ToolStripMenuItem14_Click(sender As Object, e As EventArgs) Handles
ToolStripMenuItem14.Click
        If (FontDialog1.ShowDialog() <> DialogResult.Cancel) Then
            RichTextBox1.SelectionFont = FontDialog1.Font
        End If
    End Sub


    'color_menutiem
    Private Sub ToolStripMenuItem15_Click(sender As Object, e As EventArgs) Handles
ToolStripMenuItem15.Click
        If (ColorDialog1.ShowDialog() <> DialogResult.Cancel) Then
            RichTextBox1.SelectionColor = ColorDialog1.Color
        End If
    End Sub


    'about_us
    Private Sub ToolStripMenuItem16_Click(sender As Object, e As EventArgs) Handles
ToolStripMenuItem16.Click
        Dim f As New My_editor_about_us
        f.Show()
    End Sub
```
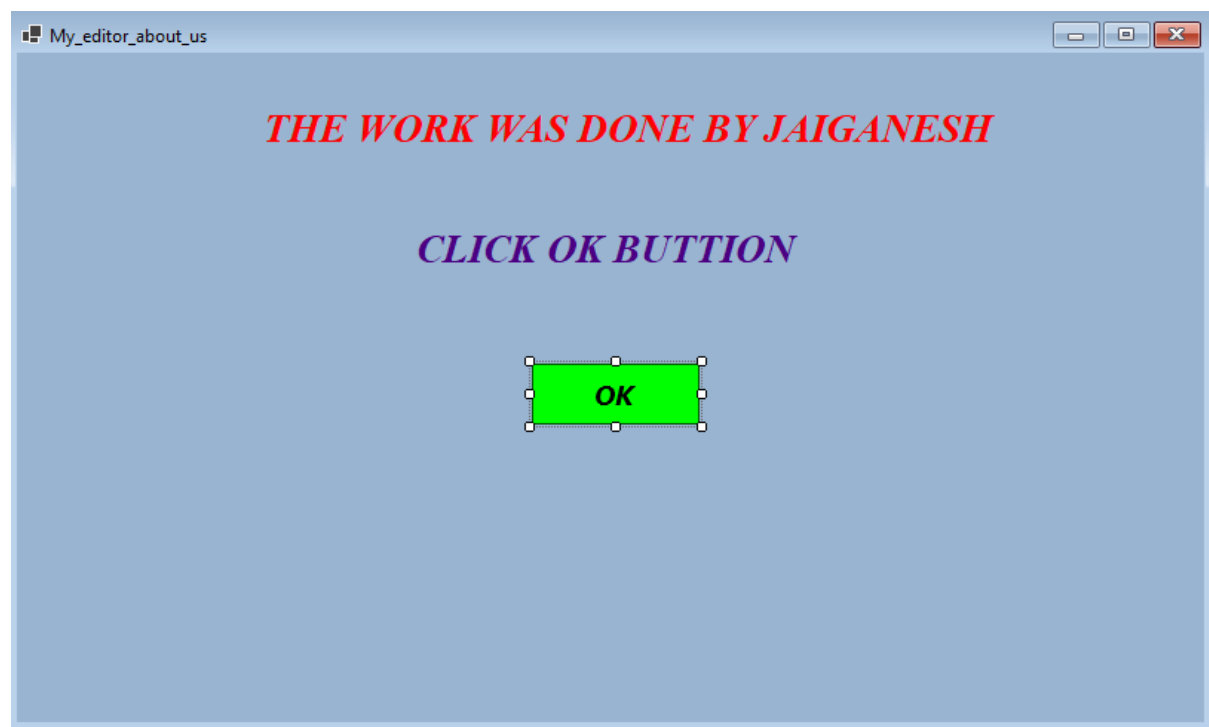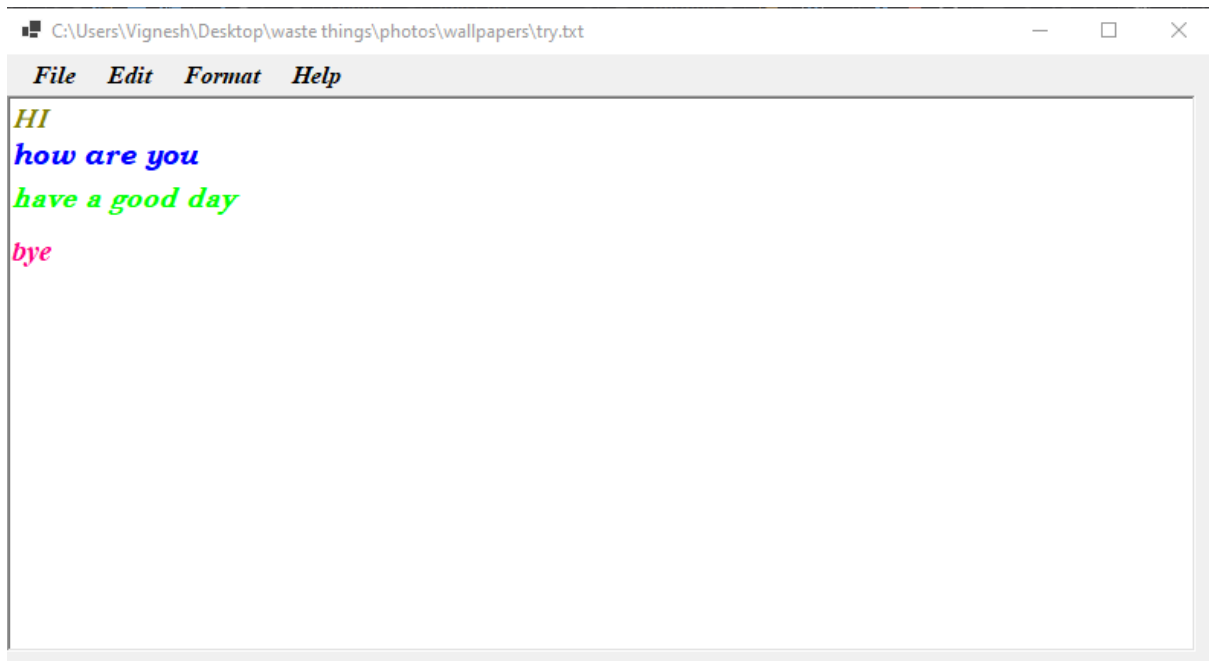
```vbnet
    Private Sub ToolStripMenuItem17_Click(sender As Object, e As EventArgs) Handles
ToolStripMenuItem17.Click
        PrintDialog1.ShowDialog()
    End Sub


End Class



'My_editor_about_us
Public Class My_editor_about_us
    Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
        Me.Hide()
    End Sub
End Class
```
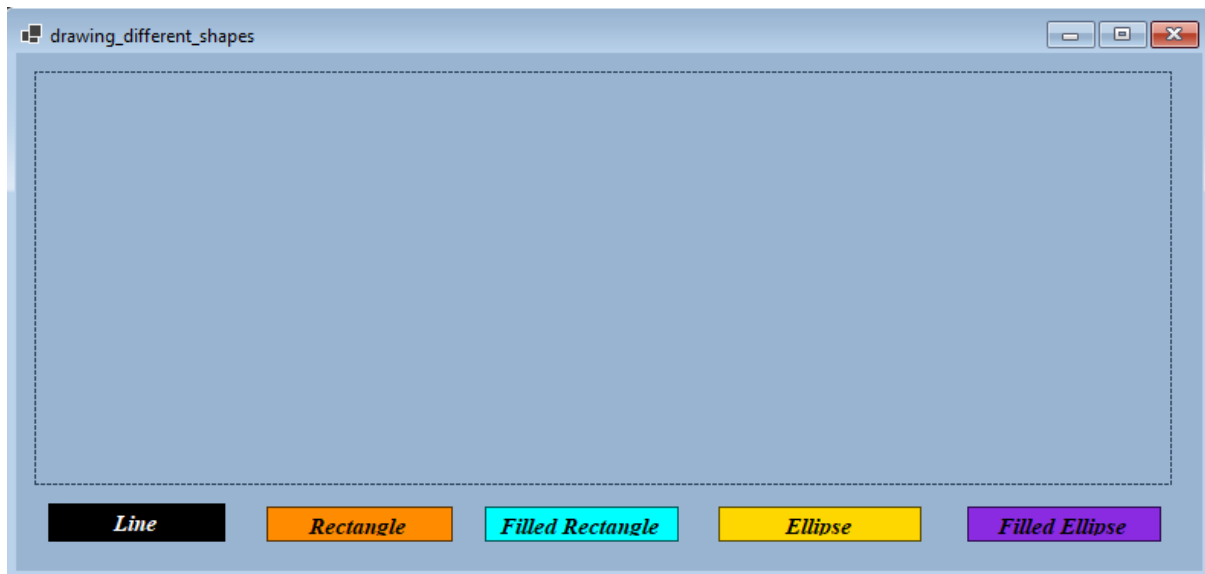
Output

File   Edit   Format   Help

HI
how are you
have a good day

bye

My_editor_about_us

THE WORK WAS DONE BY JAIGANESH

CLICK OK BUTTION

OK

8. Drawing Different Shapes

Aim:
To develop an application to draw shapes.

Design Screen

Property Table

Object Name	Property name	Property Value
Button1	Text	Line
Button2	Text	Rectangle
Button3	Text	Filled Rectangle
Button4	Text	Eclipse
Button5	Text	Filled Eclipse
Button6	Text	Clear
PictureBox1	Color	White

Source Code:

```vb
Public Class drawing_different_shapes
    Dim xdown, ydown, xup, yup As Integer
    Dim c As String
    Dim w, h As Integer
    Dim g As Graphics

    'filter ellipse
    Private Sub Button5_Click(sender As Object, e As EventArgs) Handles Button5.Click
        c = "fe"
    End Sub

    Private Sub PictureBox1_MouseDown(sender As Object, e As MouseEventArgs) Handles PictureBox1.MouseDown
        xdown = e.X
        ydown = e.Y
    End Sub

    Private Sub PictureBox1_MouseUp(sender As Object, e As MouseEventArgs) Handles PictureBox1.MouseUp

        xup = e.X
        yup = e.Y
        w = xup - xdown
        h = yup - ydown
        g = PictureBox1.CreateGraphics()
        Select Case c
            Case "L"
                g.DrawLine(Pens.DarkGreen, xdown, ydown, xup, yup)
            Case "r"
                g.DrawRectangle(Pens.Red, xdown, ydown, w, h)
            Case "fr"
                g.FillRectangle(Brushes.BlueViolet, xdown, ydown, w, h)
            Case "e"
                g.DrawEllipse(Pens.DarkOrange, xdown, ydown, w, h)
            Case "fe"
                g.FillEllipse(Brushes.Aqua, xdown, ydown, w, h)
        End Select
    End Sub

    Private Sub Button6_Click(sender As Object, e As EventArgs) Handles Button6.Click
        PictureBox1.Refresh()
    End Sub


    'ellipse
    Private Sub Button4_Click(sender As Object, e As EventArgs) Handles Button4.Click
        c = "e"
    End Sub

    'filter rectangle
    Private Sub Button3_Click(sender As Object, e As EventArgs) Handles Button3.Click
        c = "fr"
    End Sub

    'rectangle
    Private Sub Button2_Click(sender As Object, e As EventArgs) Handles Button2.Click
        c = "r"
    End Sub
```
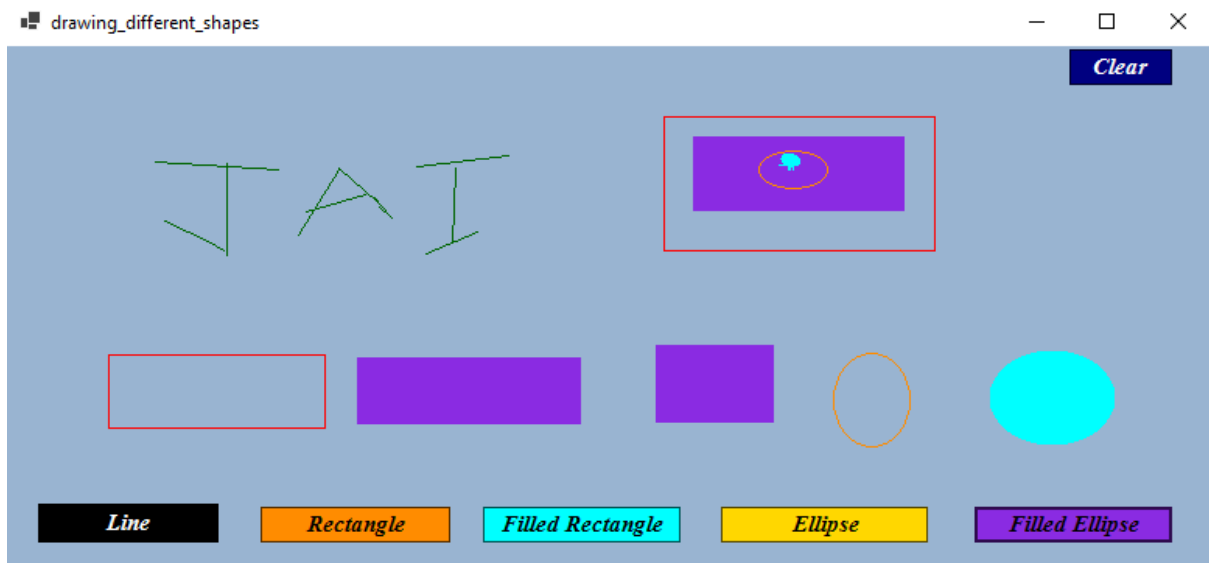
```vbnet
    'line
    Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
        c = "L"
    End Sub

End Class
```

Output :

9. Wishlist Application

Aim:
To develop a WishList application.

Design Screen

Property Table

Object Name	Property name	Property Value
Label1	Text	Select or Enter your Wish for
Label3	Text	No of Wishes
Button1	Text	Add A Wish
Button2	Text	Delete A Wish
Button3	Text	Sort Wishlist
Button4	Text	End
Button5	Text	Clear Wishlist
ListBox1		
TextBox1	Enabled	False

Source Code:

```vb
Public Class Wishlist_Application
    Private Sub Wishlist_Application_Load(sender As Object, e As EventArgs) Handles
MyBase.Load
        ComboBox1.Items.Add("EAT")
        ComboBox1.Items.Add("CODE")
        ComboBox1.Items.Add("SLEEP")
        ComboBox1.Items.Add("REPEAT")
        ComboBox1.Items.Add("I LOVE CODING")
        ComboBox1.Items.Add("HAVE A BEST YEAR")
        ComboBox1.Items.Add("LEARN MORE GAIN MORE")
    End Sub

    'add wish
    Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
        If (ListBox1.Items.IndexOf(ComboBox1.Text) = -1) Then
            ListBox1.Items.Add(ComboBox1.Text)
            TextBox1.Text = ListBox1.Items.Count
        End If
    End Sub

    'delete wish
    Private Sub Button2_Click(sender As Object, e As EventArgs) Handles Button2.Click
        If (ListBox1.SelectedIndex = -1) Then
            MsgBox("select item to be deleted")
        Else
            ListBox1.Items.RemoveAt(ListBox1.SelectedIndex)
            TextBox1.Text = ListBox1.Items.Count
        End If
    End Sub

    'sorts
    Private Sub Button3_Click(sender As Object, e As EventArgs) Handles Button3.Click

        ListBox1.Sorted = True
    End Sub

    'exit
    Private Sub Button4_Click(sender As Object, e As EventArgs) Handles Button4.Click
        End
    End Sub

    'clear
    Private Sub Button5_Click(sender As Object, e As EventArgs) Handles Button5.Click
        ListBox1.Items.Clear()

    End Sub
End Class
```

Output :

10.   ImageViewer Application

Aim:
To develop an image viewer application.

Design Screen
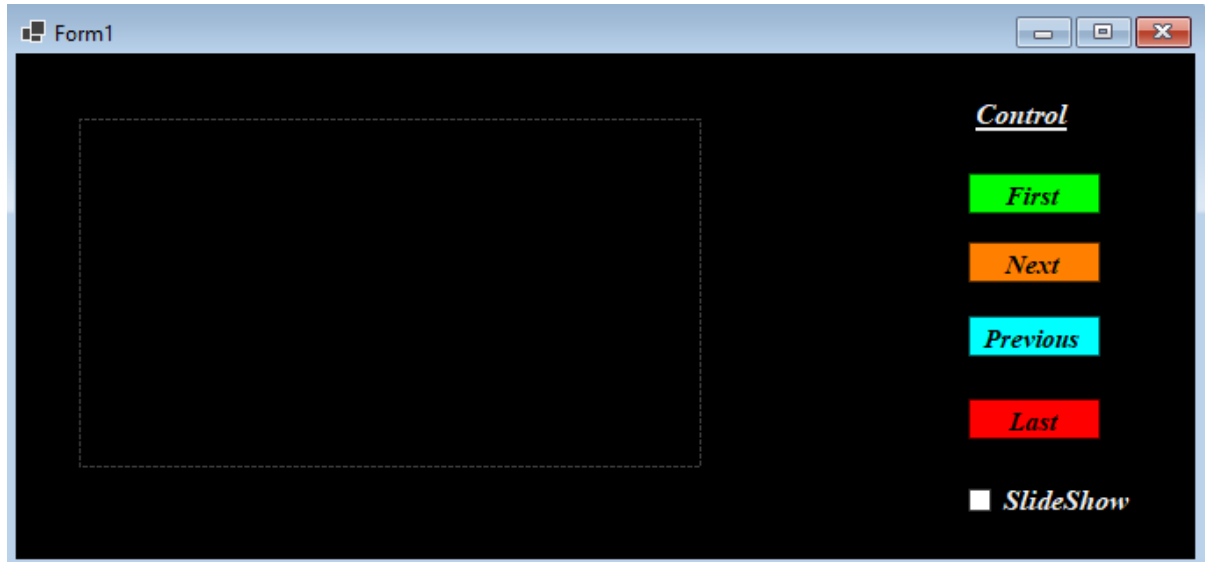
Property Table

Object Name	Property name	Property Value
PictureBox1	Image	
Label1	Text	Control
CheckBox1	Text	SlideShow
Button1	Text	First
Button2	Text	Next
Button3	Text	Previous
Button4	Text	Last

Source Code:

```vb
Public Class Form1

    Dim index As Integer
    Dim first, last As Integer


    Private Sub Timer1_Tick(sender As Object, e As EventArgs) Handles Timer1.Tick
        Call Button3_Click_1(sender, e)
    End Sub

    Private Sub CheckBox1_CheckedChanged(sender As Object, e As EventArgs)
        If (CheckBox1.Checked) Then
            Timer1.Interval = 500
            Timer1.Enabled = True
        Else
            Timer1.Enabled = False
        End If
    End Sub



    Private Sub Button3_Click_1(sender As Object, e As EventArgs) Handles
Button3.Click
        If (index <> last) Then
            index += 1
        Else
            index = first
        End If
        PictureBox1.Image = ImageList1.Images(index)
    End Sub

    Private Sub Form1_Load(sender As Object, e As EventArgs) Handles MyBase.Load
        first = 0
        last = ImageList1.Images.Count - 1
        Call Button1_Click_1(sender, e)
    End Sub

    Private Sub Button2_Click_1(sender As Object, e As EventArgs) Handles
Button2.Click
        If (index <> first) Then
            index -= 1
        Else
            index = last
        End If
        PictureBox1.Image = ImageList1.Images(index)
    End Sub

    Private Sub Button4_Click_1(sender As Object, e As EventArgs) Handles
Button4.Click
        index = last
        PictureBox1.Image = ImageList1.Images(index)
    End Sub

    Private Sub CheckBox1_CheckedChanged_1(sender As Object, e As EventArgs) Handles
CheckBox1.CheckedChanged
        If (CheckBox1.Checked) Then
            Timer1.Interval = 500
            Timer1.Enabled = True
        Else
            Timer1.Enabled = False
```

```
        End If
    End Sub

    Private Sub Button1_Click_1(sender As Object, e As EventArgs) Handles
Button1.Click
        index = first
        PictureBox1.Image = ImageList1.Images(index)
    End Sub


End Class
```

Output :