



CSC317 Visual Programming: Day 04

- Attendance/download Day04 from D2L
- PowerPoint with Illustrations:
 - New object
 - TextBox: to store characters, strings, and numbers
 - New property
 - TabIndex: sets the order of focus, at the beginning and upon use of the Tab key
 - New function
 - Asc() returns the ASCII (binary) code for a character pressed
 - New operators
 - \ integer divide
 - & concatenation of strings (actually used in previous class)
 - New methods
 - KeyPress()
 - TextChanged()
 - KeyUp()
 - KeyDown()
 - Access row in ListBox
 - ListBox_name.Items(row)
- Demo Problem: Messages
- Practice Problem: Reversal



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Demo Project: Messages

- TextBoxes can be used for storing and displaying text (including single characters) as well as numeric values.
- In order to understand how the text of a message is stored, we look at how a single character is stored.
- In the Messages project, we use a TextBox called txtLetter. Every time we type a letter into txtLetter, the method

`txtLetter.KeyPressed()`

is invoked – it clears out the previous letter with the method

`txtLetter.Clear()`



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Demo Project: Messages

- Also, as each character is entered, the method

`txtLetter.TextChanged()`

is invoked, and `txtLetter.text` consists of one character.

- The function

`Asc(character_name)`

returns the ASCII value for it, in decimal form. Your instructor will explain how the code on the next slide extracts the binary bit pattern corresponding to this value. This is how the character is actually stored in memory.



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Demo Project: Messages

CODE

```
Private Sub txtLetter_TextChanged(ByVal sender As System.Object, ByVal e As System.EventArgs)
Handles txtLetter.TextChanged
    Dim ascii As Integer
    Dim divisor As Integer
    Dim bitNumber As Integer
    Dim digit As Integer

    If txtLetter.Text <> "" Then
        ascii = Asc(txtLetter.Text)
        txtDecimal.Text = ascii
        txtCode.Text = ""
        divisor = 128
        For bitNumber = 1 To 8
            digit = ascii \ divisor
            If digit = 0 Then
                txtCode.Text = txtCode.Text & "0"
            Else
                txtCode.Text = txtCode.Text & "1"
                ascii = ascii - divisor
            End If
            divisor = divisor / 2
        Next bitNumber
    End If
End Sub
```




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Practice Project: Reversal

- Your design should include 3 labeled TextBoxes and 2 labeled ListBoxes.
- Your instructor will demonstrate short cuts, such as setting up one label above an object, setting key properties, and then using the Ctrl key to do a multiple selection of objects to be copied and pasted.
- The TextBox txtLetter should have a TabIndex property of 0, which means that the focus starts with it. The user repeatedly types letters into this TextBox, which retains the focus. The resulting text is displayed forward and in reverse, and the ListBoxes display the forward and reverse history of the developing text.



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Practice Project: Reversal

CODE

```
Private Sub txtLetter_KeyDown(ByVal sender As Object, ByVal e As  
System.Windows.Forms.KeyEventArgs) Handles txtLetter.KeyDown  
    txtLetter.Clear()  
End Sub
```

```
Private Sub txtLetter_KeyUp(ByVal sender As Object, ByVal e As  
System.Windows.Forms.KeyEventArgs) Handles txtLetter.KeyUp  
    txtForward.Text = txtForward.Text & txtLetter.Text  
    txtReverse.Text = txtLetter.Text & txtReverse.Text  
    lstProgress.Items.Add(txtForward.Text)  
    Dim count, row As Integer 'count is size of ListBox, and row to be used to  
loop backwards  
    count = lstProgress.Items.Count  
    lstReverse.Items.Clear() 'get ready for a new listing!  
    For row = count - 1 To 0 Step -1 'loop bottom to top in lstProgress - MUST  
use -1 for step size or loop will not work!  
        lstReverse.Items.Add(lstProgress.Items(row)) 'use (row) to indicate the  
location of the item in the list  
    Next  
End Sub
```