

# Create Your Own Reusable Visual Basic DLLs

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**Paul D. Sheriff**

BUSINESS SOLUTIONS ARCHITECT, FAIRWAY TECHNOLOGIES, INC.

[www.fairwaytech.com](http://www.fairwaytech.com) [psheriff@fairwaytech.com](mailto:psheriff@fairwaytech.com)



# Module Goals



**Create WPF application**

**Create reusable common library**

**Create entity class library**

- Product and Customer classes

**Create product detail screen**

**Create customer detail screen**



# Types of Reusable DLLs

**Any type of application**

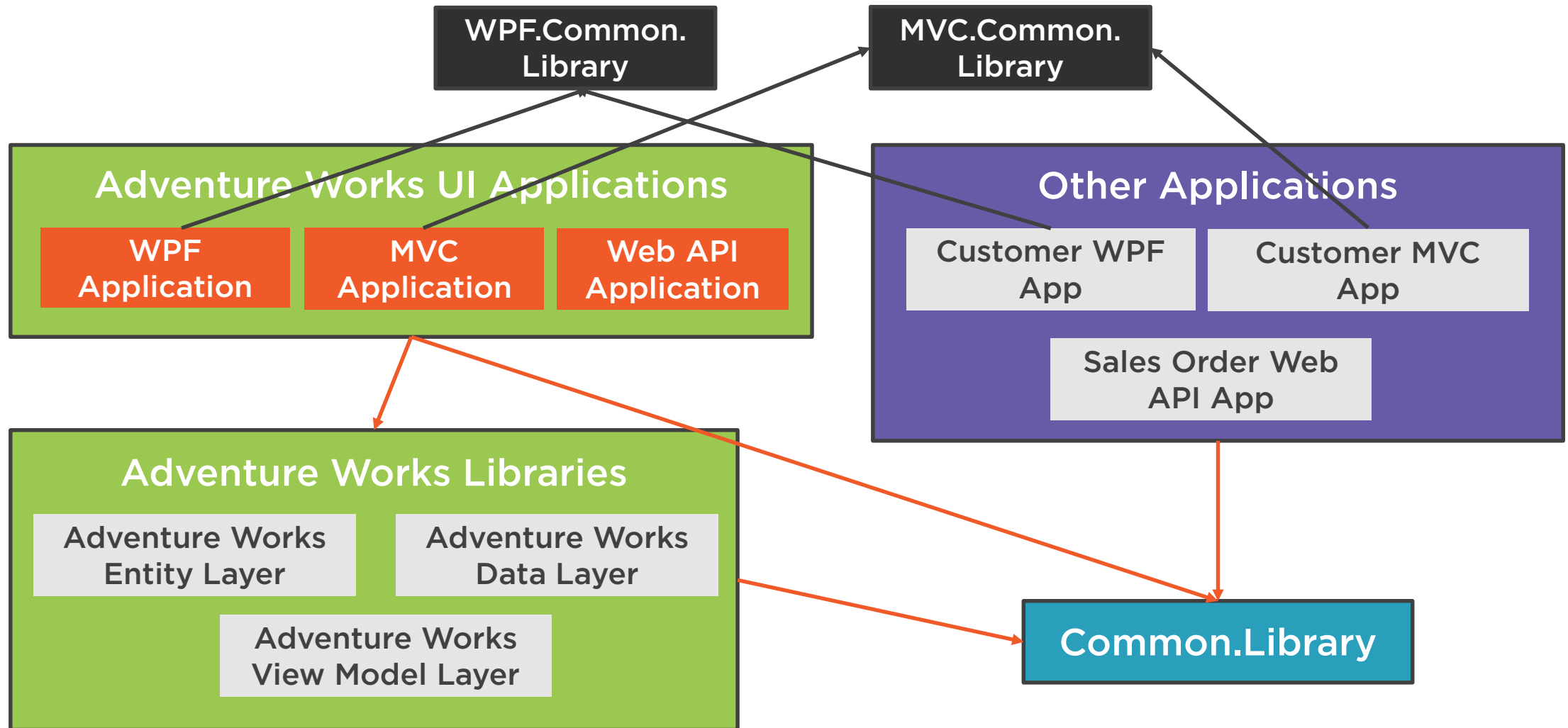
**A specific UI (WPF, MVC,  
WinForms, etc.)**

**A specific application**

**A specific technology**



# Reusable DLLs



# Demo



**Build WPF application**

**Build Common.Library**



# Demo



## Build entity layer



# Demo



## Build view model layer



# Demo



**Add product detail user control**





# Demo



Create menu system on main window



# Demo



Add customer detail user control



# Summary



Create different types of class libraries

Use an MVVM design pattern

Think about future reusability





Coming up in the next module...

Collection classes

Create entity collection classes

