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What Is a Class? Building the Minimal Class; A "Real" Class; Operator Overloading; The Bottom Line; Chapter 11: Working with Objects; Issues in Object-Oriented Programming; Inheritance; Polymorphism; Who Can Inherit What?; The Bottom Line; Chapter 12: Building Custom Windows Controls; On Designing Windows Controls; Enhancing Existing Controls; Building Compound Controls; Building User-Drawn Controls; Designing Irregularly Shaped Controls; Customizing List Controls; The Bottom Line; Chapter 13: Handling Strings, Characters, and Dates; Handling Strings and Characters; Handling Dates and Times
The Bottom Line Chapter 14: Storing Data in Collections; Advanced Array Topics; The ArrayList Collection; The HashTable Collection; The SortedList Collection; Other Collections; The IEnumerator and IComparer Interfaces; Generic Collections; The Bottom Line; Chapter 15: Accessing Folders and Files; The IO Namespace and the FileSystem Component; Using the My.Computer.FileSystem Component; Manipulating Folders and Files with the IO Namespace; Accessing Files; The FileSystemWatcher Component; The Bottom Line; Chapter 16: Serialization and XML; Understanding Serialization Types
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Sommario/riassunto

This expert guide covers what you need to know to program with Visual Basic 2008, employ the latest Visual Studio 2008 tools, and operate efficiently within the .NET Framework. In an easy-to-follow style, the book moves from in-depth explanations to practical instruction to real-world examples. Explore basic coding in VB 2008 and learn to build interfaces without coding by using Visual Studio 2008's drag-and-drop visual tools. You?ll get up to speed on LINQ and handle key tasks such as programming TreeView controls, and more.