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Soggetti	BASIC (Computer program language) Electronic books.
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Nota di contenuto	Beginning Microsoft Visual Basic 2008; About the Authors; Credits; Acknowledgments; Contents; Introduction; Who Is This Book For?; What Does This Book Cover?; What Do I Need to Run Visual Basic 2008?; Conventions; Source Code; Errata; p2p.wrox.com; Chapter 1: Welcome to Visual Basic 2008; Event-Driven Programming; Installing Visual Basic 2008; The Visual Basic 2008 IDE; Creating a Simple Application; Using the Help System; Summary; Exercise; Chapter 2: The Microsoft .NET Framework; Microsoft's Reliance on Windows; Writing Software for Windows; Common Language Runtime The Common Type System and Common Language SpecificationSummary; Chapter 3: Writing Software; Information and Data; Working with Variables; Comments and Whitespace; Data Types; Storing Variables; Methods; Summary; Exercises; Chapter 4: Controlling the Flow; Making Decisions; The If Statement; Select Case; Loops; Summary; Exercises; Chapter 5: Working with Data Structures; Understanding Arrays; Understanding Enumerations; Understanding Constants; Structures; Working with ArrayLists; Working with Collections; Building Lookup Tables with Hashtable; Advanced Array

Manipulation; Summary; Exercises

Chapter 6: Extensible Application Markup Language (XAML)What Is XAML?; XAML Syntax; Windows Presentation Foundation; Summary; Exercise; Chapter 7: Building Windows Applications; Responding to Events; Building a Simple Application; Creating More Complex Applications; Using Multiple Forms; Summary; Exercises; Chapter 8: Displaying Dialog Boxes; The MessageBox Dialog Box; The OpenFileDialog Control; The SaveDialog Control; The FontDialog Control; The ColorDialog Control; The PrintDialog Control; The FolderBrowserDialog Control; Summary; Exercises; Chapter 9: Creating Menus Understanding Menu FeaturesCreating Menus; Context Menus; Summary; Exercise; Chapter 10: Debugging and Error Handling; Major Error Types; Debugging; Error Handling; Summary; Exercises; Chapter 11: Building Objects; Understanding Objects; Building Classes; Reusability; Designing an Object; Constructors; Inheritance; Objects and Structures; The Framework Classes; Summary; Exercises; Chapter 12: Advanced Object-Oriented Techniques; Building a Favorites Viewer; An Alternative Favorite Viewer; Using Shared Properties and Methods; Understanding Object-Oriented Programming and Memory Management SummaryExercise; Chapter 13: Building Class Libraries; Understanding Class Libraries; Using Strong Names; Registering Assemblies; Designing Class Libraries; Using Third-Party Class Libraries; Viewing Classes with the Object Browser; Summary; Exercise; Chapter 14: Creating Windows Forms User Controls; Windows Forms Controls; Creating and Testing a User Control; Exposing Properties from User Controls; Design Time or Runtime; Creating a Command Link Control; Summary; Exercise; Chapter 15: Programming Custom Graphics; Building a Simple Paint Program; Dealing with Two Colors; Working with Images More Graphics Methods

Sommario/riassunto

Beginning Microsoft Visual Basic 2008 is designed to teach you how to write useful programs in Visual Basic 2008 as quickly and easily as possible. There are two kinds of beginners for whom this book is ideal: You're a beginner to programming and you've chosen Visual Basic 2008 as the place to start. That's a great choice! Visual Basic 2008 is not only easy to learn, it's also fun to use and very powerful. You can program in another language but you're a beginner to .NET programming. Again, you've made a great choice! Whether you've come from
