

1. Record Nr.	UNINA9910784772303321
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Titolo	Mastering Microsoft Visual Basic 2008 [[electronic resource] /] Evangelos Petroutsos, Mark Ridgeway
Pubbl/distr/stampa	Indianapolis, IN, : Wiley Pub., c2008
ISBN	1-281-23773-6 9786611237738 0-470-33541-6
Descrizione fisica	1 online resource (1154 p.)
Altri autori (Persone)	RidgewayMark
Disciplina	005.133 005.2/762
Soggetti	BASIC (Computer program language)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Mastering Microsoft Visual Basic 2008; Acknowledgments; About the Author; Contents at a Glance; Contents; Introduction; The Mastering Series; Who Should Read This Book?; How about the Advanced Topics?; The Structure of the Book; Downloading This Book's Code; Chapter 1: Getting Started with Visual Basic 2008; Exploring the Integrated Development Environment; Creating Your First VB Application; Understanding the IDE Components; Setting Environment Options; Building a Console Application; Using Code Snippets; Using the My Object; The Bottom Line; Chapter 2: Variables and Data Types; Variables Variables as Objects Constants; Arrays; The Bottom Line; Chapter 3: Programming Fundamentals; Flow-Control Statements; Writing and Using Procedures; Arguments; The Bottom Line; Chapter 4: GUI Design and Event-Driven Programming; On Designing Windows Applications; Building a Loan Calculator; Building a Calculator; The Bottom Line; Chapter 5: The Vista Interface; Introducing XAML; Introducing the WPF Controls; Data-Binding WPF Controls; Creating a WPF Browser Application; Expression Blend Overview; The Bottom Line; Chapter 6: Basic Windows Controls; The TextBox Control The ListBox, Checked ListBox, and ComboBox Controls The ScrollBar and TrackBar Controls; The Bottom Line; Chapter 7: Working with

Forms; The Appearance of Forms; Loading and Showing Forms; Building Dynamic Forms at Runtime; Designing Menus; The Bottom Line; Chapter 8: More Windows Controls; The Common Dialog Controls; The RichTextBox Control; The Bottom Line; Chapter 9: The TreeView and ListView Controls; Understanding the ListView, TreeView, and ImageList Controls; The TreeView Control; The ListView Control; The Bottom Line; Chapter 10: Building Custom Classes; Classes and Objects 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 Using Binary and SOAP Serialization

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.
