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   Autore   Grimaldi Alessandro

   Titolo   Advanced interactive interfaces with Access : Building Interactive
                       Interfaces with VBA / / by Alessandro Grimaldi

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   Descrizione fisica 1 online resource (287 pages)

   Disciplina   005.268

   Soggetti   Microsoft software
                       Microsoft .NET Framework
                       Microsoft

   Lingua di pubblicazione   Inglese

   Formato   Materiale a stampa

   Livello bibliografico   Monografia

   Note generali   Includes index.

   Nota di contenuto   Introduction -- Chapter 1 - Writing code: good practices and tips --
                       Chapter 2 - VBA classes -- Chapter 3 - The presence vector technique
                       -- Chapter 4 - Advanced interfaces: Drag and Drop -- Chapter 5 -
                       Advanced interfaces: Scrollable timeline -- Conclusion.

   Sommario/riassunto Explore and learn advanced techniques for working with graphical,
                       interactive interfaces that can be built in Access. This book starts with
                       best practices and tips to write code using VBA, and covers how to
                       implement them in a real-world scenario. You will learn how to create
                       and use VBA classes. An introduction to the binary code and the "bit
                       vector" technique is discussed, followed by the implementation of a
                       drag-and-drop engine. You also will learn how to design a timeline,
                       and make it scrollable. What You Will Learn Write readable, easy-to-
                       maintain code Add a drag-and-drop engine to an Access application
                       Apply variations to the drag-and-drop technique to create different
                       graphical effects Embed a scrollable timeline in an Access application,
                       on which objects can be dynamically placed .