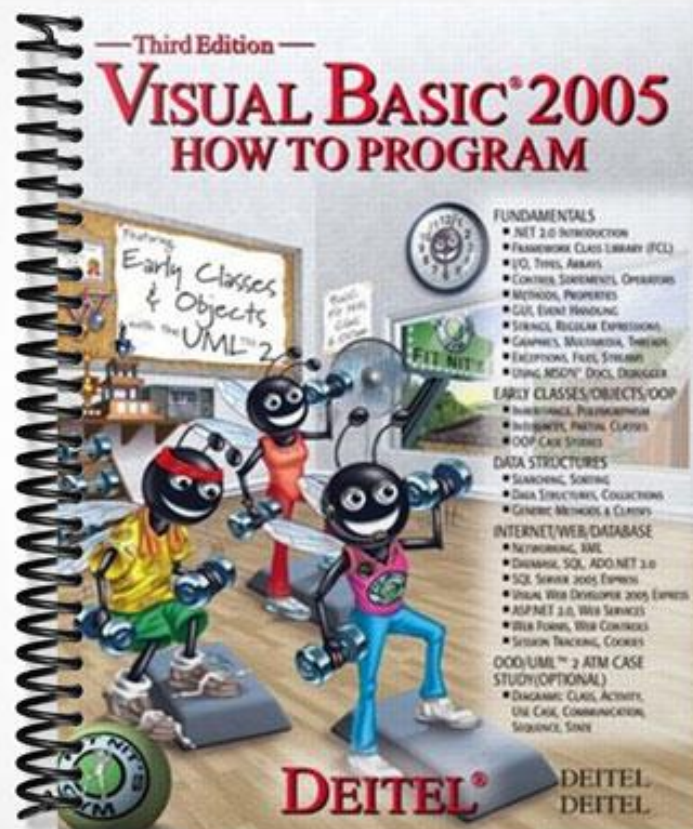


SOLUTIONS MANUAL



2

Introduction to the Visual Basic Express 2005 IDE

OBJECTIVES

In this chapter, you will learn

- The basics of the Visual Studio Integrated Development Environment (IDE) that assists you in writing, running and debugging your Visual Basic programs.
- Visual Studio's help features.
- Key commands contained in the IDE's menus and toolbars.
- The purpose of the various kinds of windows in the Visual Studio 2005 IDE.
- What visual programming is and how it simplifies and speeds program development.
- To create, compile and execute a simple Visual Basic program that displays text and an image using the Visual Studio IDE and the technique of visual programming.



Seeing is believing.

—Proverb

Form ever follows function.

—Louis Henri Sullivan

Intelligence ... is the faculty of making artificial objects, especially tools to make tools.

—Henri-Louis Bergson

[***Instructor's Manual***]

Self-Review Exercises and Answers

- 2.1 Fill in the blanks in each of the following statements:
- a) The technique of _____ allows programmers to create GUIs without writing any code.
ANS: visual programming.
 - b) A(n) _____ is a group of one or more projects that collectively form a Visual Basic program.
ANS: solution.
 - c) The _____ feature hides a window when the mouse pointer is moved outside the window's area.
ANS: auto-hide.
 - d) A(n) _____ appears when the mouse pointer hovers over an icon.
ANS: tool tip.
 - e) The _____ window allows programmers to browse solution files.
ANS: Solution Explorer
 - f) A plus box indicates that the tree in the Solution Explorer can _____.
ANS: expand.
 - g) The properties in the Properties window can be sorted _____ or _____.
ANS: alphabetically, categorically.
 - h) A form's _____ property specifies the text displayed in the form's title bar.
ANS: Text.
 - i) The _____ allows programmers to add controls to the form in a visual manner.
ANS: Toolbox.
 - j) Using _____ displays relevant help articles, based on the current context.
ANS: Dynamic Help.
 - k) The _____ property specifies how text is aligned within a Label's boundaries.
ANS: TextAlign.
- 2.2 State whether each of the following is *true* or *false*. If *false*, explain why.
- a) The title bar displays the IDE's mode.
ANS: True.
 - b) The X box toggles auto-hide.
ANS: False. The pin icon toggles auto-hide. The X box closes a window.
 - c) The toolbar icons represent various menu commands.
ANS: True.
 - d) The toolbar contains icons that represent controls.
ANS: False. The Toolbox contains icons that represent controls.
 - e) Both forms and Labels have a title bar.
ANS: False. Forms have a title bar but Labels do not (although they do have Label text).
 - f) Control properties can be modified only by writing code.
ANS: False. Control properties can be set using the Properties window in design mode.
 - g) PictureBoxes typically display images.
ANS: True.
 - h) Visual Basic files use the file extension .bas.
ANS: False. Visual Basic files use the file extension .vb.
 - i) A form's background color is set using the BackColor property.

ANS: True.

Exercises and Answers

2.3 Fill in the blanks in each of the following statements:

- When an ellipsis button is clicked, a(n) _____ is displayed.
ANS: dialog. Dialogs are windows that facilitate user-computer communication.
- To save every file in a solution, select _____.
ANS: File > Save All.
- Using _____ help immediately displays a relevant help article. It can be accessed using the _____ key.
ANS: context-sensitive, F1
- “GUI” is an acronym for _____.
ANS: graphical user interface.

2.4 State whether each of the following is *true* or *false*. If *false*, explain why.

- A control can be added to a form by double clicking its control icon in the **Toolbox**.
ANS: True.
- The form, `Label` and `PictureBox` have identical properties.
ANS: False. Each type of control has a different set of properties, although controls can have common properties.
- If your machine is connected to the Internet, you can browse the Internet from the Visual Studio IDE.
ANS: True.
- Visual Basic programmers usually create complex programs without writing any code.
ANS: False. Visual Basic programming usually involves a combination of writing a portion of the program code and having Visual Studio generate the remaining code.
- Sizing handles are visible during execution.
ANS: False. Sizing handles are present only in design mode when a form or control is selected.

2.5 Some features that appear throughout Visual Studio perform similar actions in different contexts. Explain and give examples of how the plus and minus boxes, ellipsis buttons, down-arrow buttons and tool tips act in this manner. Why do you think the Visual Studio IDE was designed this way?

ANS: An ellipsis button indicates that a dialog will be displayed when the button is clicked. The plus and minus boxes expand and collapse a tree, just as in Windows Explorer. The down-arrow button indicates that there are more options, both for toolbar icons and for items in the **Properties** window. Moving the mouse pointer over most icons displays the icon’s name as a tool tip. These features make the Visual Studio IDE easier to learn and use.

2.6 Fill in the blanks in each of the following statements:

- The _____ property specifies which image a `PictureBox` displays.
ANS: `Image`.
- The _____ menu contains commands for arranging and displaying windows.
ANS: **Window**
- The _____ property determines a form’s or control’s background color.
ANS: `BackColor`.

2.7 Briefly describe each of the following IDE features:

- toolbar

- ANS: A toolbar contains icons that, when clicked, execute a command.
- b) menu bar
ANS: A menu bar contains menus, which are groups of related commands.
- c) **Toolbox**
ANS: The **Toolbox** contains controls used to customize forms.
- d) control
ANS: A control is a component, such as a `PictureBox` or `Label1`. Controls are added to a form.
- e) form
ANS: A form represents the Windows application that you are creating. The form and controls collectively represent the program's GUI.
- f) solution
ANS: A solution is a group of projects.

[*Note:* In the following exercises, you are asked to create GUIs using controls that we have not yet discussed in this book. The exercises will give you practice with visual programming only—the programs will not perform any actions. You will be placing controls from the **Toolbox** on a form to familiarize yourself with what each control looks like. We have provided step-by-step instructions for you. If you follow these, you should be able to replicate the screen images we provide.]

2.8 (*Notepad GUI*) Create the GUI for the notepad as shown in Fig. 2.50.

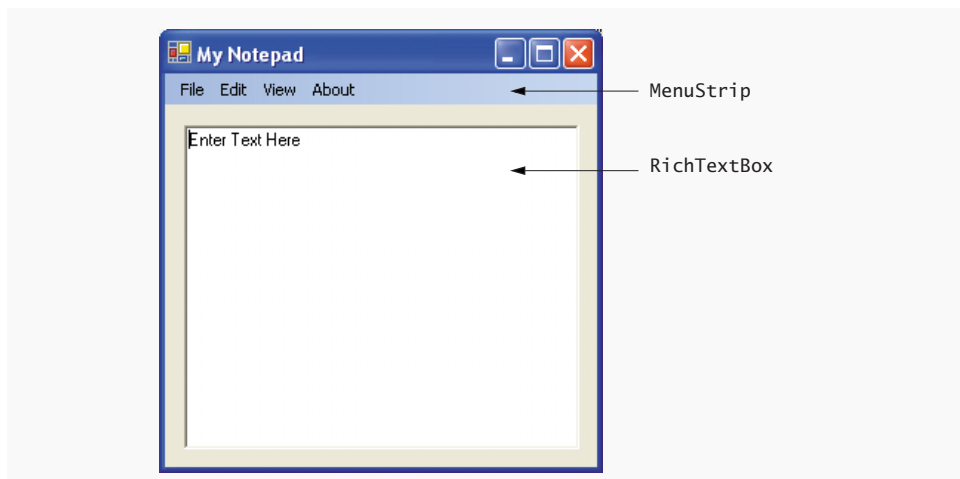


Fig. 2.50 | Notepad GUI.

- a) *Manipulating the Form's properties.* Change the `Text` property of the `Form` to `My Notepad`.
- b) *Adding a MenuStrip to the Form.* After inserting the `MenuStrip`, add items by clicking the **Type Here** section, typing a menu name (e.g., **File**, **Edit**, **View** and **About**) and then pressing `Enter`.
- c) *Adding a RichTextBox to the Form.* Change the `Size` property to `267, 220` or use the sizing handles. Change the `Text` property to `"Enter Text Here."` Finally, set the `Location` property to `13, 34`.

2.9 (Calendar and Appointments GUI) Create the GUI for the calendar as shown in Fig. 2.51.

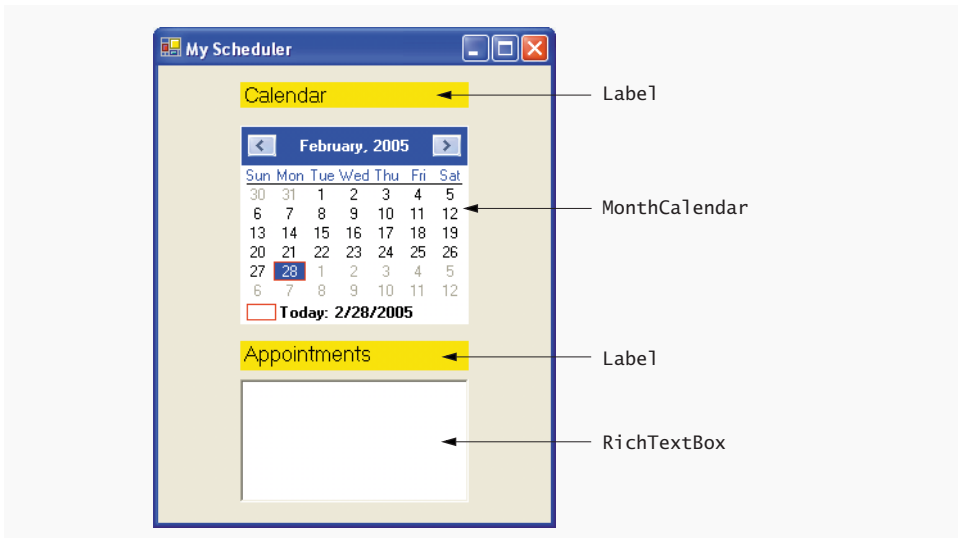


Fig. 2.51 | Calendar and Appointments GUI.

- Manipulating the Form's properties.* Change the Text property of the Form to My Scheduler. Set the Form's Size property to 332, 470.
- Adding Labels to the Form.* Add two Labels to the Form. Both should be of equal size (178, 21) and should be centered in the Form horizontally, as shown. Set the Label's Text properties to match the figure as shown, using 12-point font size. Also set the BackColor property to Yellow.
- Adding a MonthCalendar control to the Form.* Add this control to the Form and center it horizontally in the appropriate place between the two Labels.
- Adding a RichTextBox control to the Form.* Add a RichTextBox control to the Form and center it below the second Label. Resize the RichTextBox accordingly.

2.10 (Calculator GUI) Create the GUI for the calculator as shown in Fig. 2.52.

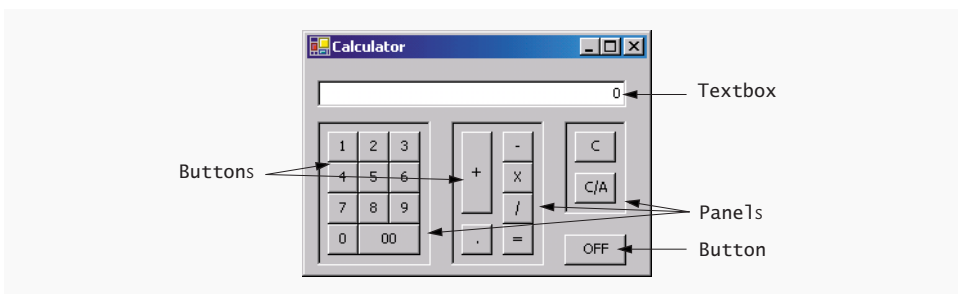


Fig. 2.52 | Calculator GUI.

- a) *Manipulating the Form's properties.* Change the Size property of the Form to 272, 192. Change the Text property of the Form to Calculator. Change the Font property to Tahoma.
- b) *Adding a TextBox to the Form.* Set the TextBox's Text property in the Properties window to 0. Change the Size property to 240, 21. Set the TextAlign property to Right; this right aligns text displayed in the TextBox. Finally, set the TextBox's Location property to 8, 16.
- c) *Adding the first Panel to the Form.* Panel controls are used to group other controls. Change the Panel's BorderStyle property to Fixed3D to make the inside of the Panel appear recessed. Change the Size property to 88, 112. Finally, set the Location property to 8, 48. This Panel contains the calculator's numeric keys.
- d) *Adding the second Panel to the Form.* Change the Panel's BorderStyle property to Fixed3D. Change the Size property to 72, 112. Finally, set the Location property to 112, 48. This Panel contains the calculator's operator keys.
- e) *Adding the third (and last) Panel to the Form.* Change the Panel's BorderStyle property to Fixed3D. Change the Size property to 48, 72. Finally, set the Location property to 200, 48. This Panel contains the calculator's C (clear) and C/A (clear all) keys.
- f) *Adding Buttons to the Form.* There are 20 Buttons on the calculator. Add a Button to the Panel by dragging and dropping it on the Panel. Change the Text property of each Button to the calculator key it represents. The value you enter in the Text property will appear on the face of the Button. Finally, resize the Buttons, using their Size properties. Each Button labeled 0-9, x, /, -, = and . should have a size of 24, 24. The 00 and OFF Buttons have size 48, 24. The + Button is sized 24, 64. The C (clear) and C/A (clear all) Buttons are sized 32, 24.

2.11 (Alarm Clock GUI) Create the GUI for the alarm clock as shown in Fig. 2.50.

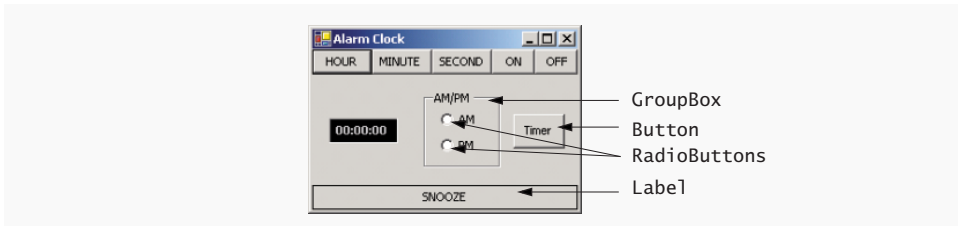


Fig. 2.53 | Alarm clock GUI.

- a) *Manipulating the Form's properties.* Change the Size property of the Form to 256, 176. Change the Text property of the Form to Alarm Clock. Change the Font property to Tahoma.
- b) *Adding Buttons to the Form.* Add six Buttons to the Form. Change the Text property of each Button to the appropriate text. Change the Size properties of the Hour, Minute and Second Buttons to 56, 23. The ON and OFF Buttons get size 40, 23. The Timer Button gets size 48, 32. Align the Buttons as shown.
- c) *Adding a Label to the Form.* Add a Label to the Form. Change the Text property to SNOOZE. Set its Size to 248, 23. Set the Label's TextAlign property to MiddleCenter. Finally, to draw a border around the edge of the Snooze Label, change the BorderStyle property of the Snooze Label to FixedSingle.

- d) *Adding a GroupBox to the Form.* GroupBoxes are like Panels, except that GroupBoxes can display a title. Change the Text property to AM/PM, and set the Size property to 72, 72. To place the GroupBox in the correct location on the Form, set the Location property to 104, 38.
- e) *Adding AM/PM RadioButtons to the GroupBox.* Change the Text property of one RadioButton to AM and the other to PM. Then place the RadioButtons as shown by setting the Location of the AM RadioButton to 16, 16 and that of the PM RadioButton to 16, 40. Set their Size properties to 48, 24.
- f) *Adding the time Label to the Form.* Add a Label to the Form and change its Text property to 00:00:00. Change the BorderStyle property to Fixed3D and the BackColor to Black. Set the Size property to 64, 23. Use the Font property to make the time bold. Change the ForeColor to Silver (located in the Web tab) to make the time stand out against the black background. Set TextAlign to MiddleCenter to center the text in the Label. Position the Label as shown.

2.12 (*Radio GUI*) Create the GUI for the radio as shown in Fig. 2.54. [Note: All colors used in this exercise are from the Web palette and the image can be found in the examples folder for Chapter 2.]

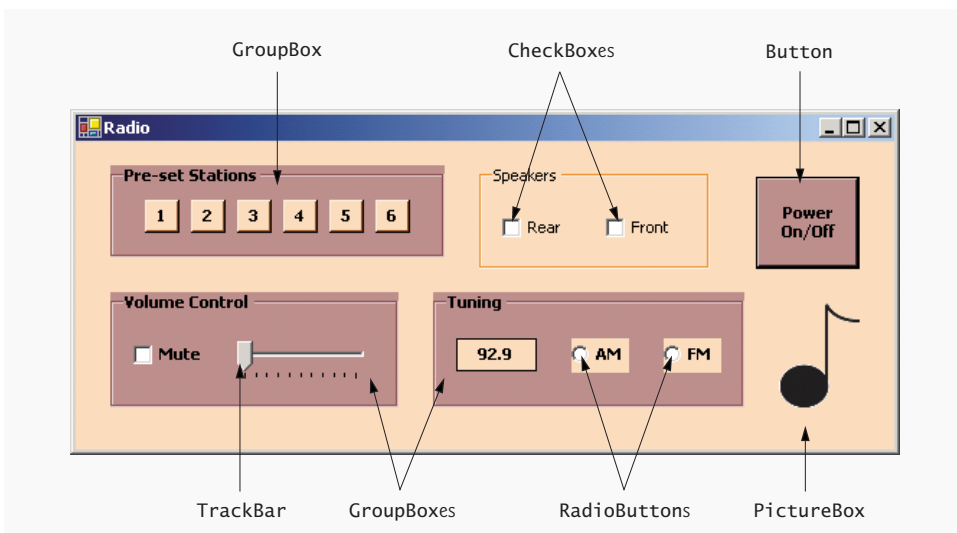


Fig. 2.54 | Radio GUI.

- a) *Manipulating the Form's properties.* Change the Form's Text property to Radio and the Size to 576, 240. Change the Font property to Tahoma. Set BackColor to PeachPuff.
- b) *Adding the Pre-set Stations GroupBox and Buttons.* Set the GroupBox's Size to 232, 64, its Text to Pre-set Stations, its ForeColor to Black and its BackColor to RosyBrown. Change its Font to bold. Finally, set its Location to 24, 16. Add six Buttons to the GroupBox. Set each BackColor to PeachPuff and each Size to 24, 23. Change the Buttons' Text properties to 1, 2, 3, 4, 5, 6, respectively.
- c) *Adding the Speakers GroupBox and CheckBoxes.* Set the GroupBox's Size to 160, 72, its Text to Speakers and its ForeColor to Black. Set its Location to 280, 16. Add two CheckBoxes to the Form. Set each CheckBox's Size to 56, 24. Set the Text properties for the CheckBoxes to Rear and Front.

- d) *Adding the Power On/Off Button.* Add a Button to the Form. Set its Text to Power On/Off, its BackColor to RosyBrown, its ForeColor to Black and its Size to 72, 64. Change its Font style to Bold.
- e) *Adding the Volume Control GroupBox, the Mute CheckBox and the Volume TrackBar.* Add a GroupBox to the Form. Set its Text to Volume Control, its BackColor to RosyBrown, its ForeColor to Black and its Size to 200, 80. Set its Font style to Bold. Add a CheckBox to the GroupBox. Set its Text to Mute and its Size to 56, 24. Add a TrackBar to the GroupBox.
- f) *Adding the Tuning GroupBox, the radio station Label and the AM/FM RadioButtons.* Add a GroupBox to the Form. Set its Text to Tuning, its ForeColor to Black and its BackColor to RosyBrown. Set its Font style to Bold and its Size to 216, 80. Add a Label to the Form. Set its BackColor to PeachPuff, its ForeColor to Black, its BorderStyle to FixedSingle, its Font style to Bold, its TextAlign to MiddleCenter and its Size to 56, 23. Set its Text to 92.9. Place the Label as shown in the figure. Add two RadioButtons to the GroupBox. Change the BackColor to PeachPuff and change the Size to 40,24. Set the Text of one to AM and the other's to FM.
- g) *Adding the image.* Add a PictureBox to the Form. Set its BackColor to Transparent, its SizeMode to StretchImage and its Size to 56, 72. Set the Image property to Music-Note.gif (located in the examples folder for Chapter 2)