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PROGRAMMING IN VISUAL BASIC 2010



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This book is printed on acid-free paper.

 $1\ 2\ 3\ 4\ 5\ 6\ 7\ 8\ 9\ 0\ WDQ/WDQ\ 1\ 0\ 9\ 8\ 7\ 6\ 5\ 4\ 3\ 2\ 1\ 0$

ISBN 978-0-07-351725-4 MHID 0-07-351725-9

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Typeface: 11/13 Bodoni Compositor: Aptara®, Inc. Printer: Worldcolor Cover credit: © Veer

Library of Congress Cataloging-in-Publication Data

Bradley, Julia Case.

Programming in Visual Basic 2010 / Julia Case Bradley, Anita C. Millspaugh.

p. cm. Includes index.

ISBN-13: 978-0-07-351725-4 (alk. paper)

ISBN-10: 0-07-351725-9 (alk. paper)

 $1.\ Microsoft\ Visual\ BASIC.\ 2.\ BASIC\ (Computer\ program\ language)\ I.\ Millspaugh,$

A. C. (Anita C.) II. Title.

QA76.73.B3B6968 2011

005.2'768 --- dc22

2010013744

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PREFACE

Visual Basic (VB) has become such a popular programming language for several reasons. VB is easy to learn, which makes it an excellent tool for understanding elementary programming concepts. In addition, it has evolved into such a powerful and popular product that skilled Visual Basic programmers are in demand in the job market.

Visual Basic is fully object-oriented and compatible with many other languages using the .NET Framework. This book incorporates object-oriented concepts throughout, as well as the syntax and terminology of the language.

Visual Basic is designed to allow the programmer to develop applications that run under Windows and/or in a Web browser without the complexity generally associated with programming. With very little effort, the programmer can design a screen that holds standard elements such as buttons, check boxes, radio buttons, text boxes, and list boxes. Each of these objects operates as expected, producing a "standard" Windows or Web user interface.

About This T ext

This textbook is intended for use in an introductory programming course, which assumes no prior knowledge of computer programming. The later chapters are also appropriate for professional programmers who are learning a new language to upgrade their skills.

This text assumes that the student is familiar with the Windows operating environment and can use an Internet browser application.

Appr oach

This text incorporates the basic concepts of programming, problem solving and programming logic, as well as the design techniques of an object-oriented, event-driven language. VB is a fully object-oriented language, which includes inheritance and polymorphism. Object-oriented programming (OOP) is introduced in Chapter 1, and its features appear in every chapter of the book.

Chapter topics are presented in a sequence that allows the programmer to learn how to deal with a visual interface while acquiring important programming skills such as creating projects with objects, decisions, loops, and data management.

A high priority is given to writing applications that are easy for the user to understand and to use. Students are presented with interface design guidelines throughout the text.