



# CONTENTS

<b>Preface</b>	<b>xvii</b>
<b>Before You Begin</b>	<b>xxvii</b>
<b>1 Test-Driving a Painter App</b>	<b>1</b>
<i>Introducing Computers, the Internet and Visual Basic</i>	
1.1 Computing in Business, Industry and Research	1
1.2 Hardware and Software	5
1.3 Data Hierarchy	6
1.4 Computer Organization	8
1.5 Machine Languages, Assembly Languages and High-Level Languages	10
1.6 Object Technology	11
1.7 Microsoft's Windows® Operating System	13
1.8 Programming Languages	13
1.9 Visual Basic	14
1.10 The Internet and the World Wide Web	15
1.11 Microsoft .NET	16
1.12 Web 2.0: Going Social	17
1.13 Test-Driving the Visual Basic <b>Advanced Painter App</b>	21
1.14 Web Resources	24
1.15 Wrap-Up	24
<b>2 Welcome App</b>	<b>30</b>
<i>Introducing the Visual Basic 2010 Express IDE</i>	
2.1 Test-Driving the <b>Welcome App</b>	30
2.2 Overview of the Visual Studio 2010 IDE	31
2.3 Creating a Project for the <b>Welcome App</b>	33
2.4 Menu Bar and Toolbar	37
2.5 Navigating the Visual Studio IDE; Auto-Hide	40
<b>Solution Explorer</b>	41
<b>Toolbox</b>	42
<b>Properties Window</b>	42
2.6 Using Help	44
2.7 Saving and Closing Projects in Visual Basic	45
2.8 Web Resources	45
2.9 Wrap-Up	45
<b>3 Welcome App</b>	<b>51</b>
<i>Introduction to Visual App Development</i>	
3.1 Test-Driving the <b>Welcome App</b>	51
3.2 Constructing the <b>Welcome App</b>	54
3.3 Objects Used in the App	64
3.4 Wrap-Up	65

<b>4</b>	<b>Designing the Inventory App</b>	<b>75</b>
	<i>Introducing TextBoxes and Buttons</i>	
4.1	Test-Driving the <b>Inventory App</b>	75
4.2	Constructing the <b>Inventory App</b>	76
4.3	Adding <b>Labels</b> to the <b>Inventory App</b>	80
4.4	Adding <b>TextBoxes</b> and a <b>Button</b> to the <b>Form</b>	84
4.5	Wrap-Up	86
<b>5</b>	<b>Completing the Inventory App</b>	<b>93</b>
	<i>Introducing Programming</i>	
5.1	Test-Driving the <b>Inventory App</b>	93
5.2	Introduction to Visual Basic Program Code	94
5.3	Inserting an Event Handler	97
5.4	Performing a Calculation and Displaying the Result	101
5.5	Using the IDE to Eliminate Compilation Errors	104
5.6	Wrap-Up	107
<b>6</b>	<b>Enhancing the Inventory App</b>	<b>114</b>
	<i>Introducing Variables, Memory Concepts and Arithmetic</i>	
6.1	Test-Driving the Enhanced <b>Inventory App</b>	114
6.2	Variables	115
6.3	Handling the <b>TextChanged</b> Event	118
6.4	Memory Concepts	120
6.5	Arithmetic	121
6.6	Using the Debugger: Breakpoints	124
6.7	Wrap-Up	127
<b>7</b>	<b>Wage Calculator App</b>	<b>135</b>
	<i>Introducing Algorithms, Pseudocode and Program Control</i>	
7.1	Test-Driving the <b>Wage Calculator App</b>	135
7.2	Algorithms	136
7.3	Pseudocode	137
7.4	Control Statements	138
7.5	<b>If...Then</b> Selection Statement	140
7.6	<b>If...Then...Else</b> Selection Statement and Conditional <b>If</b> Expressions	142
7.7	Constructing the <b>Wage Calculator App</b>	145
7.8	Assignment Operators	149
7.9	Formatting Text	150
7.10	Using the Debugger: The <b>Watch</b> Window	153
7.11	Wrap-Up	156
<b>8</b>	<b>Dental Payment App</b>	<b>164</b>
	<i>Introducing CheckBoxes and Message Dialogs</i>	
8.1	Test-Driving the <b>Dental Payment App</b>	164
8.2	Designing the <b>Dental Payment App</b>	167
8.3	Using <b>CheckBoxes</b>	168
8.4	Using a Dialog to Display a Message	170
8.5	Logical Operators	174
	Using <b>AndAlso</b>	174
	Using <b>OrElse</b>	175
	Short-Circuit Evaluation	175
	Using <b>Xor</b>	176
	Using <b>Not</b>	176
8.6	Designer-Generated Code	178
8.7	Wrap-Up	179

<b>9</b>	<b>Car Payment Calculator App</b>	<b>188</b>
	<i>Introducing the Do While...Loop and Do Until...Loop Repetition Statements</i>	
9.1	Test-Driving the <b>Car Payment Calculator App</b>	188
9.2	<b>Do While...Loop</b> Repetition Statement	190
9.3	<b>Do Until...Loop</b> Repetition Statement	192
9.4	Constructing the <b>Car Payment Calculator App</b>	194
9.5	Wrap-Up	201
<b>10</b>	<b>Class Average App</b>	<b>209</b>
	<i>Introducing the Do...Loop While and Do...Loop Until Repetition Statements</i>	
10.1	Test-Driving the <b>Class Average App</b>	209
10.2	<b>Do...Loop While</b> Repetition Statement	211
10.3	<b>Do...Loop Until</b> Repetition Statement	213
10.4	Creating the <b>Class Average App</b>	215
10.5	Wrap-Up	221
<b>11</b>	<b>Interest Calculator App</b>	<b>229</b>
	<i>Introducing the For...Next Repetition Statement and NumericUpDown Control</i>	
11.1	Test-Driving the <b>Interest Calculator App</b>	229
11.2	Essentials of Counter-Controlled Repetition	231
11.3	Introducing the <b>For...Next</b> Repetition Statement	232
11.4	Examples Using the <b>For...Next</b> Statement	235
11.5	Constructing the <b>Interest Calculator App</b>	236
11.6	Wrap-Up	243
<b>12</b>	<b>Security Panel App</b>	<b>251</b>
	<i>Introducing the Select Case Multiple-Selection Statement</i>	
12.1	Test-Driving the <b>Security Panel App</b>	251
12.2	Introducing the <b>Select Case</b> Multiple-Selection Statement	253
12.3	Constructing the <b>Security Panel App</b>	255
12.4	Wrap-Up	263
<b>13</b>	<b>Enhancing the Wage Calculator App</b>	<b>270</b>
	<i>Introducing Function Procedures and Sub Procedures</i>	
13.1	Test-Driving the Enhanced <b>Wage Calculator App</b>	270
13.2	Classes and Procedures	271
13.3	<b>Function</b> Procedures	272
13.4	Using Procedures in the <b>Wage Calculator App</b>	279
13.5	Using the Debugger: Debugging Controls	283
13.6	<b>Optional</b> Parameters	286
13.7	Wrap-Up	287
<b>14</b>	<b>Shipping Time App</b>	<b>295</b>
	<i>Using Dates and Timers</i>	
14.1	Test-Driving the <b>Shipping Time App</b>	295

14.2	<b>Date Variables</b>	296
	Declaring a <b>Date</b> Variable	296
	Using <b>Date</b> Members	298
14.3	Creating the <b>Shipping Time</b> App: Design Elements	299
14.4	Creating the <b>Shipping Time</b> App: Inserting Code	304
14.5	Wrap-Up	311
<b>15</b>	<b>Fund Raiser App</b>	<b>319</b>
	<i>Introducing Scope, Pass-by-Reference and Option Strict</i>	
15.1	Test-Driving the <b>Fund Raiser</b> App	319
15.2	Constructing the <b>Fund Raiser</b> App	321
15.3	Passing Arguments: Pass-by-Value vs. Pass-by-Reference	326
15.4	<b>Option Strict</b>	328
15.5	Wrap-Up	334
<b>16</b>	<b>Craps Game App</b>	<b>341</b>
	<i>Introducing Random-Number Generation and Enum</i>	
16.1	Test-Driving the <b>Craps Game</b> App	341
16.2	Random-Number Generation	343
16.3	Constructing the <b>Craps Game</b> App	345
16.4	Using Random Numbers in the <b>Craps Game</b> App	348
16.5	Wrap-Up	355
<b>17</b>	<b>Flag Quiz App</b>	<b>361</b>
	<i>Introducing One-Dimensional Arrays and ComboBoxes</i>	
17.1	Test-Driving the <b>Flag Quiz</b> App	361
17.2	Introducing Arrays	363
17.3	Declaring and Allocating Arrays	364
17.4	Constructing the <b>Flag Quiz</b> App	367
17.5	Sorting Arrays	377
17.6	Wrap-Up	380
<b>18</b>	<b>Student Grades App</b>	<b>388</b>
	<i>Introducing Two-Dimensional Arrays and RadioButtons</i>	
18.1	Test-Driving the <b>Student Grades</b> App	388
18.2	Two-Dimensional Rectangular Arrays	390
18.3	Using <b>RadioButtons</b>	392
18.4	Inserting Code into the <b>Student Grades</b> App	394
18.5	Wrap-Up	404
<b>19</b>	<b>Microwave Oven App</b>	<b>411</b>
	<i>Building Your Own Classes and Objects</i>	
19.1	Test-Driving the <b>Microwave Oven</b> App	411
19.2	Designing the <b>Microwave Oven</b> App	414
19.3	Adding a New Class to the Project	418
19.4	Initializing Class Objects: Constructors	420
19.5	Properties	422
19.6	Completing the <b>Microwave Oven</b> App	425
19.7	Controlling Access to Members	430
19.8	Auto-Implemented Properties	436
19.9	Using the Debugger: The <b>Locals</b> Window	437
19.10	Wrap-Up	439

<b>20</b>	<b>Shipping Hub App</b>	<b>449</b>
	<i>Introducing Generic Collections, LINQ, For Each...Next and Access Keys</i>	
20.1	Test-Driving the <b>Shipping Hub App</b>	449
20.2	<b>Package Class</b>	451
20.3	Using Properties <b>TabIndex</b> and <b>TabStop</b>	452
20.4	Using Access Keys	454
20.5	Collections	455
20.6	<b>Shipping Hub App: Using Class List(Of T)</b>	456
20.7	<b>For Each...Next</b> Repetition Statement	464
20.8	Language-Integrated Query (LINQ)	465
20.9	Wrap-Up	471
<b>21</b>	<b>Typing App</b>	<b>480</b>
	<i>Introducing Keyboard Events, Menus, Dialogs and the Dictionary Collection</i>	
21.1	Test-Driving the <b>Typing App</b>	480
21.2	Analyzing the <b>Typing App</b>	483
21.3	Keyboard Events	484
21.4	<b>IsNot</b> Operator	491
21.5	Menus	492
21.6	Wrap-Up	501
<b>22</b>	<b>Screen Scraping App</b>	<b>511</b>
	<i>Introducing String Processing</i>	
22.1	Test-Driving the <b>Screen Scraping App</b>	511
22.2	Fundamentals of <b>Strings</b>	513
22.3	Analyzing the <b>Screen Scraping App</b>	514
22.4	Locating Substrings in <b>Strings</b>	515
22.5	Extracting Substrings from <b>Strings</b>	518
22.6	Replacing Substrings in <b>Strings</b>	518
22.7	Other <b>String</b> Methods	520
22.8	Wrap-Up	522
<b>23</b>	<b>Ticket Information App</b>	<b>530</b>
	<i>Introducing Sequential-Access Files</i>	
23.1	Test-Driving the <b>Ticket Information App</b>	530
23.2	Files and Streams	532
23.3	Writing to a File—Creating the <b>Write Event App</b>	533
23.4	Building the <b>Ticket Information App</b>	541
23.5	Using LINQ and Class <b>File</b> to Extract Data from a Text File	549
23.6	Wrap-Up	553
<b>24</b>	<b>Enhanced Car Payment Calculator App</b>	<b>562</b>
	<i>Introducing Exception Handling</i>	
24.1	Test-Driving the <b>Enhanced Car Payment Calculator App</b>	562
24.2	Introduction to Exception Handling	565
24.3	Exception Handling in Visual Basic	566
24.4	Constructing the <b>Enhanced Car Payment Calculator App</b>	567
24.5	Additional Exception Handling Capabilities	571
24.6	Wrap-Up	572

<b>25</b>	<b>CheckWriter App</b>	<b>578</b>
	<i>Introducing Graphics and Printing</i>	
25.1	Test-Driving the <b>CheckWriter</b> App	578
25.2	GDI+ Introduction	580
25.3	Constructing the <b>CheckWriter</b> App	581
25.4	<b>PrintPreviewDialogs</b> and <b>PrintDocuments</b>	584
25.5	Creating an Event Handler for the <b>CheckWriter</b> App	584
25.6	<b>Graphics</b> Objects: Colors, Lines and Shapes	587
	Colors	587
	Drawing Lines, Rectangles and Ovals	588
25.7	Printing Each Control of the <b>CheckWriter</b> App	589
25.8	<b>Font</b> Class	591
25.9	Previewing and Printing the Check	593
25.10	Wrap-Up	599
<b>26</b>	<b>“Cat and Mouse” Painter App</b>	<b>607</b>
	<i>Introducing Graphics with Windows Presentation Foundation (WPF) and Mouse Events</i>	
26.1	Test-Driving the <b>Painter</b> App	607
26.2	Windows Presentation Foundation (WPF)	609
26.3	XAML (Extensible Application Markup Language)	609
26.4	Creating the <b>Painter</b> App’s GUI in WPF	610
26.5	Constructing the <b>Painter</b> App	624
26.6	Handling the <b>MouseLeftButtonDown</b> Event	626
26.7	Handling the <b>MouseLeftButtonUp</b> Event	630
26.8	Handling the <b>MouseMove</b> Event	631
26.9	Handling Right Mouse Button Events	633
26.10	Selecting Colors with <b>RadioButtons</b>	635
26.11	Wrap-Up	639
<b>27</b>	<b>Address Book App</b>	<b>650</b>
	<i>Databases and LINQ</i>	
27.1	Relational Databases	650
27.2	A Books Database	652
27.3	LINQ to SQL	655
27.4	Querying a Database with LINQ	656
	Creating LINQ to SQL Classes	657
	Data Bindings Between Controls and the LINQ to SQL Classes	659
27.5	Dynamically Binding Query Results	662
	Creating the Display Query Results GUI	663
	Coding the Display Query Results Application	664
27.6	Retrieving Data from Multiple Tables with LINQ	666
27.7	Creating a Master/Detail View Application	670
	Creating the Master/Detail GUI	670
	Coding the <b>Master/Detail</b> Application	672
27.8	Address Book Case Study	675
	Creating the Address Book Application’s GUI	676
	Coding the Address Book Application	677
27.9	Tools and Web Resources	679
27.10	Wrap-Up	680
<b>28</b>	<b>Guestbook App</b>	<b>687</b>
	<i>Web App Development with ASP.NET</i>	
28.1	Web Basics	688
28.2	Multitier App Architecture	689

28.3	Your First Web App	690
	Building the <code>WebTime</code> App	692
	Examining <code>WebTime.aspx</code> 's Code-Behind File	700
28.4	Standard Web Controls: Designing a Form	701
28.5	Validation Controls	705
28.6	Session Tracking	711
	Cookies	712
	Session Tracking with <code>HttpSessionState</code>	713
	<code>Options.aspx</code> : Selecting a Programming Language	715
	<code>Recommendations.aspx</code> : Displaying Recommendations Based on Session Values	718
28.7	Case Study: Database-Driven ASP.NET Guestbook	720
	Building a Web Form that Displays Data from a Database	721
	Modifying the Code-Behind File for the <code>Guestbook</code> App	725
28.8	Wrap-Up	726
<b>29</b>	<b>Books Database App</b>	<b>735</b>
	<i>Web App Development with ASP.NET: A Deeper Look</i>	
29.1	Case Study: Password-Protected Books Database App	735
	Examining the ASP.NET Web Site Template	735
	Test-Driving the Completed App	738
	Configuring the Website	739
	Modifying the <code>Default.aspx</code> and <code>About.aspx</code> Pages	742
	Creating a Content Page That Only Authenticated Users Can Access	743
	Linking from the <code>Default.aspx</code> Page to the <code>Books.aspx</code> Page	743
	Modifying the Master Page ( <code>Site.master</code> )	744
	Customizing the Password-Protected <code>Books.aspx</code> Page	746
29.2	ASP.NET Ajax	751
	Traditional Web Apps	751
	Ajax Web Apps	751
	Testing an ASP.NET Ajax App	752
	The ASP.NET Ajax Control Toolkit	753
	Using Controls from the Ajax Control Toolkit	754
29.3	Wrap-Up	757
<b>A</b>	<b>Operator Precedence Chart</b>	<b>763</b>
<b>B</b>	<b>ASCII Character Set</b>	<b>764</b>
<b>C</b>	<b>GUI Design Guidelines</b>	<b>765</b>
<b>D</b>	<b>Keyword Chart</b>	<b>769</b>
<b>E</b>	<b>Primitive Data Types</b>	<b>771</b>
	<b>Glossary</b>	<b>773</b>
	<b>Index</b>	<b>792</b>

