# Contents

Preface \hspace{1cm} xxiii

Before You Begin \hspace{1cm} xli

## 1 Introduction to Computers, the Internet and Visual Basic

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.1 Introduction</td>
<td>2</td>
</tr>
<tr>
<td>1.2 What Is a Computer?</td>
<td>3</td>
</tr>
<tr>
<td>1.3 Computer Organization</td>
<td>3</td>
</tr>
<tr>
<td>1.4 Early Operating Systems</td>
<td>4</td>
</tr>
<tr>
<td>1.5 Personal Computing, Distributed Computing and Client/Server Computing</td>
<td>5</td>
</tr>
<tr>
<td>1.6 Hardware Trends</td>
<td>6</td>
</tr>
<tr>
<td>1.7 Microsoft's Windows® Operating System</td>
<td>6</td>
</tr>
<tr>
<td>1.8 Machine Languages, Assembly Languages and High-Level Languages</td>
<td>7</td>
</tr>
<tr>
<td>1.9 Visual Basic</td>
<td>9</td>
</tr>
<tr>
<td>1.10 C, C++, Java and Visual C#</td>
<td>9</td>
</tr>
<tr>
<td>1.11 Other High-Level Languages</td>
<td>10</td>
</tr>
<tr>
<td>1.12 Structured Programming</td>
<td>10</td>
</tr>
<tr>
<td>1.13 Key Software Trend: Object Technology</td>
<td>11</td>
</tr>
<tr>
<td>1.14 The Internet and the World Wide Web</td>
<td>12</td>
</tr>
<tr>
<td>1.15 Extensible Markup Language (XML)</td>
<td>13</td>
</tr>
<tr>
<td>1.16 Introduction to Microsoft .NET</td>
<td>14</td>
</tr>
<tr>
<td>1.17 The .NET Framework and the Common Language Runtime</td>
<td>14</td>
</tr>
<tr>
<td>1.18 Test-Driving the Visual Basic Advanced Painter Application</td>
<td>15</td>
</tr>
<tr>
<td>1.19 (Only Required Section of the Case Study) Software Engineering</td>
<td>18</td>
</tr>
<tr>
<td>Case Study: Introduction to Object Technology and the UML</td>
<td></td>
</tr>
<tr>
<td>1.20 Wrap-Up</td>
<td>23</td>
</tr>
<tr>
<td>1.21 Web Resources</td>
<td>23</td>
</tr>
</tbody>
</table>

## 2 Dive Into® Visual Basic 2008 Express

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>2.1 Introduction</td>
<td>35</td>
</tr>
<tr>
<td>2.2 Overview of the Visual Studio 2008 IDE</td>
<td>35</td>
</tr>
<tr>
<td>2.3 Menu Bar and Toolbar</td>
<td>41</td>
</tr>
</tbody>
</table>

Contents

2.4 Navigating the Visual Studio IDE 44
   2.4.1 Solution Explorer 46
   2.4.2 Toolbox 47
   2.4.3 Properties Window 48
2.5 Using Help 49
2.6 Using Visual Programming to Create a Simple Program that Displays Text and an Image 51
2.7 Wrap-Up 63
2.8 Web Resources 64

3 Introduction to Visual Basic Programming 73
   3.1 Introduction 74
   3.2 Displaying a Line of Text 74
   3.3 Creating Your First Program in Visual Basic Express 78
   3.4 Displaying a Single Line of Text with Multiple Statements 86
   3.5 Adding Integers 87
   3.6 Memory Concepts 90
   3.7 Arithmetic 91
   3.8 Decision Making: Equality and Relational Operators 95
   3.9 Using a Message Dialog to Display a Message 98
   3.10 (Optional) Software Engineering Case Study: Examining the ATM Requirements Document 104
   3.11 Wrap-Up 113
   3.12 Web Resources 114

4 Introduction to Classes and Objects 121
   4.1 Introduction 122
   4.2 Classes, Objects, Methods and Instance Variables 122
   4.3 Declaring a Class with a Method and Instantiating an Object of a Class 124
   4.4 Declaring a Method with a Parameter 127
   4.5 Instance Variables and Properties 130
   4.6 Value Types and Reference Types 138
   4.7 Initializing Objects with Constructors 139
   4.8 Validating Data with Set Accessors in Properties 142
   4.9 (Optional) Software Engineering Case Study: Identifying the Classes in the ATM Requirements Document 146
   4.10 Wrap-Up 153

5 Control Statements: Part I 162
   5.1 Introduction 163
   5.2 Algorithms 164
   5.3 Pseudocode 164
   5.4 Control Structures 165

5.5 If...Then Selection Statement.................167
5.6 If...Then...Else Selection Statement.............169
5.7 While Repetition Statement.........................172
5.8 Do While...Loop Repetition Statement.............174
5.9 Do Until...Loop Repetition Statement.............175
5.10 Compound Assignment Operators..................176
5.11 Formulating Algorithms: Counter-Controlled Repetition 177
5.12 Formulating Algorithms: Sentinel-Controlled Repetition 182
5.13 Formulating Algorithms: Nested Control Statements ........191
5.14 Formulating Algorithms: Nested Repetition Statements ....195
5.15 Visual Basic Programming in a Windows Forms Application 200
5.16 (Optional) Software Engineering Case Study: Identifying Class Attributes in the ATM System 206
5.17 Wrap-Up.............................................211

6 Control Statements: Part 2..............................222
6.1 Introduction...........................................223
6.2 Essentials of Counter-Controlled Repetition..........223
6.3 For...Next Repetition Statement.....................224
6.4 Examples Using the For...Next Statement.............229
6.5 GradeBook Case Study: Select...Case Multiple-Selection Statement 234
6.6 Do...Loop While Repetition Statement..............241
6.7 Do...Loop Until Repetition Statement.................242
6.8 Using Exit in Repetition Statements..................243
6.9 Using Continue in Repetition Statements.............245
6.10 Logical Operators....................................247
6.11 (Optional) Software Engineering Case Study: Identifying Objects’ States and Activities in the ATM System 253
6.12 Wrap-Up.............................................259

7 Methods: A Deeper Look.................................267
7.1 Introduction..........................................268
7.2 Modules, Classes and Methods........................269
7.3 Subroutines: Methods That Do Not Return a Value.....270
7.4 Functions: Methods That Return a Value...............273
7.5 Shared Methods and Class Math......................274
7.6 GradeBook Case Study: Declaring Methods with Multiple Parameters 277
7.7 Notes on Declaring and Using Methods.................280
7.8 Method Call Stack and Activation Records............281
7.9 Implicit Argument Conversions.......................282
7.10 Option Strict and Data-Type Conversions............284
7.11 Value Types and Reference Types....................286
7.12 Framework Class Library Namespaces...............287
7.13 Passing Arguments: Pass-by-Value vs. Pass-by-Reference 289
Contents

7.14 Scope of Declarations 291
7.15 Case Study: Random-Number Generation 294
7.16 Case Study: A Game of Chance 302
7.17 Method Overloading 306
7.18 Optional Parameters 308
7.19 Recursion 310
7.20 (Optional) Software Engineering Case Study: Identifying Class Operations in the ATM System 314
7.21 Wrap-Up 321

8 Arrays 334
8.1 Introduction 335
8.2 Arrays 336
8.3 Declaring and Allocating Arrays 337
8.4 Examples Using Arrays 339
  8.4.1 Allocating an Array 339
  8.4.2 Initializing the Values in an Array 340
  8.4.3 Summing the Elements of an Array 341
  8.4.4 Using Arrays to Analyze Survey Results 342
  8.4.5 Using Bar Charts to Display Array Data Graphically 344
  8.4.6 Using the Elements of an Array as Counters 344
8.5 Case Study: Card Shuffling and Dealing Simulation 346
8.6 Passing an Array to a Method 350
8.7 For Each...Next Repetition Statement 353
8.8 GradeBook Case Study: Using an Array to Store Grades 354
8.9 Sorting an Array with Method Sort of Class Array 359
8.10 Searching Arrays 361
  8.10.1 Searching an Array with Linear Search 361
  8.10.2 Searching a Sorted Array with Array Method BinarySearch 364
8.11 Rectangular Arrays 366
8.12 GradeBook Case Study: Using a Rectangular Array 368
8.13 Variable-Length Parameter Lists 373
8.14 Jagged Arrays 374
8.15 Changing the Size of an Array at Execution Time: Using the ReDim Statement 375
8.16 Passing Arrays: ByVal vs. ByRef 377
8.17 (Optional) Software Engineering Case Study: Collaboration Among Objects in the ATM System 381
8.18 Wrap-Up 388

9 Introduction to LINQ and Generic Collections 397
9.1 Introduction 398
9.2 Querying an Array Using LINQ 399
9.3 Introduction to Collections 408
9.4 Querying a Generic Collection Using LINQ 411
9.5 Deitel LINQ Resource Center 412
9.6 Wrap-Up 412

10 Classes and Objects: A Deeper Look 417
10.1 Introduction 418
10.2 Time Class Case Study 419
10.3 Class Scope 426
10.4 Object Initializers 427
10.5 Default and Parameterless Constructors 428
10.6 Time Class Case Study: Overloaded Constructors 429
10.7 Partial Classes 434
10.8 Composition 435
10.9 Using the to Access the Current Object 438
10.10 Garbage Collection 440
10.11 Shared Class Members 441
10.12 const and Members 445
10.13 Object Browser 447
10.14 Time Class Case Study: Creating Class Libraries 450
10.15 Time Class Case Study: Extension Methods 455
10.16 Delegates 458
10.17 Lambda Expressions 461
10.18 Anonymous Types 464
10.19 (Optional) Software Engineering Case Study: Starting to Program the Classes of the ATM System 466
10.20 Wrap-Up 472

11 Object-Oriented Programming: Inheritance 483
11.1 Introduction 484
11.2 Base Classes and Derived Classes 485
11.3 Protected Members 487
11.4 Relationship between Base Classes and Derived Classes 488
11.4.1 Creating and Using a CommissionEmployee Class 489
11.4.2 Creating a BasePlusCommissionEmployee Class without Using Inheritance 493
11.4.3 Creating a CommissionEmployee--BasePlusCommissionEmployee Inheritance Hierarchy 498
11.4.4 CommissionEmployee--BasePlusCommissionEmployee Inheritance Hierarchy Using Protected Instance Variables 503
11.4.5 CommissionEmployee--BasePlusCommissionEmployee Inheritance Hierarchy Using Private Instance Variables 509
11.5 Constructors in Derived Classes 514
11.6 Software Engineering with Inheritance 520
11.7 Class object 521
12 Object-Oriented Programming: Polymorphism 529

12.1 Introduction 530
12.2 Polymorphic Video Game 532
12.3 Demonstrating Polymorphic Behavior 533
12.4 Abstract Classes and Methods 535
12.5 Case Study: Payroll System Class Hierarchy Using Polymorphism 538
12.5.1 Creating Abstract Base Class Employee 539
12.5.2 Creating Concrete Derived Class SalariedEmployee 541
12.5.3 Creating Concrete Derived Class HourlyEmployee 543
12.5.4 Creating Concrete Derived Class CommissionEmployee 545
12.5.5 Creating Indirect Concrete Derived Class BasePlusCommissionEmployee 546
12.5.6 Demonstrating Polymorphic Processing, Expression Type0f...Is, TryCast and Downcasting 547
12.5.7 Summary of the Allowed Assignments between Base-Class and Derived-Class Variables 552
12.6 NotOverridable Methods and NotInheritable Classes 553
12.7 Case Study: Creating and Using Interfaces 555
12.7.1 Developing an IPayable Hierarchy 555
12.7.2 Declaring Interface IPayable 556
12.7.3 Creating Class Invoice 556
12.7.4 Modifying Class Employee to Implement Interface IPayable 559
12.7.5 Modifying Class SalariedEmployee for Use in the IPayable Hierarchy 561
12.7.6 Using Interface IPayable to Process Invoices and Employees Polymorphically 562
12.7.7 Common Interfaces of the .NET Framework Class Library 564
12.8 (Optional) Software Engineering Case Study: Incorporating Inheritance and Polymorphism into the ATM System 565
12.9 Wrap-Up 573

13 Exception Handling 579

13.1 Introduction 580
13.2 Exception-Handling Overview 581
13.3 Example: Divide by Zero Without Exception Handling 581
13.4 Example: Handling DivideByZeroExceptions and FormatExceptions 584
13.4.1 Enclosing Code in a try Block 586
13.4.2 Catching Exceptions 587
13.4.3 Uncaught Exceptions 587
13.4.4 Termination Model of Exception Handling 588
13.4.5 Flow of Control When Exceptions Occur 589
13.5 .NET Exception Hierarchy 589
13.5.1 Class SystemException 590
13.5.2 Determining Which Exceptions a Method Throws 590
13.6 Finally Block 591
13.7 Exception Properties 598
13.8 User-Defined Exception Classes 603
13.9 Wrap-Up 606

14 Graphical User Interfaces with Windows Forms 611
14.1 Introduction 612
14.2 Windows Forms 614
14.3 Event Handling 616
14.3.1 A Simple Event-Driven GUI 617
14.3.2 Another Look at the Visual Studio Generated Code 618
14.3.3 Delegates and the Event-Handling Mechanism 620
14.3.4 Other Ways to Create Event Handlers 621
14.3.5 Locating Event Information 622
14.4 Control Properties and Layout 624
14.5 Labels, TextBoxes and Buttons 627
14.6 GroupBoxes and Panels 630
14.7 CheckBoxes and RadioButtons 633
14.8 PictureBoxes 641
14.9 ToolTips 643
14.10 NumericUpDown Control 645
14.11 Mouse-Event Handling 647
14.12 Keyboard-Event Handling 650
14.13 Menus 653
14.14 MonthCalendar Control 662
14.15 DateTimePicker Control 663
14.16 LinkLabel Control 666
14.17 ListBox Control 669
14.18 CheckedListBox Control 673
14.19 ComboBox Control 675
14.20 TreeView Control 679
14.21 ListView Control 684
14.22 TabControl Control 690
14.23 Multiple Document Interface (MDI) Windows 694
14.24 Visual Inheritance 702
14.25 User-Defined Controls 705
14.26 Wrap-Up 709

15 GUI with Windows Presentation Foundation 725
15.1 Introduction 726
## Contents

15.2 Windows Presentation Foundation (WPF) 727  
15.3 XML Basics 728  
15.4 Structuring Data 731  
15.5 XML Namespaces 736  
15.6 Declarative GUI Programming Using XAML 740  
15.7 Creating a WPF Application in Visual Basic Express 742  
15.8 Laying Out Controls 744  
  15.8.1 General Layout Principles 744  
  15.8.2 Layout in Action 746  
15.9 Event Handling 750  
15.10 Commands and Common Application Tasks 757  
15.11 WPF GUI Customization 762  
15.12 Using Styles to Change the Appearance of Controls 763  
15.13 Customizing Windows 768  
15.14 Defining a Control’s Appearance with Control Templates 770  
15.15 Data-Driven GUIs with Data Binding 775  
15.16 Wrap-Up 781  
15.17 Web Resources 781  

### 16 WPF Graphics and Multimedia 795  
16.1 Introduction 796  
16.2 Controlling Fonts 796  
16.3 Basic Shapes 798  
16.4 Polygons and Polylines 799  
16.5 Brushes 803  
16.6 Transforms 809  
16.7 WPF Customization: A Television GUI 811  
16.8 Animations 820  
16.9 (Optional) 3-D Objects and Transforms 823  
16.10 Wrap-Up 830  

### 17 Strings, Characters and Regular Expressions 838  
17.1 Introduction 839  
17.2 Fundamentals of Characters and Strings 840  
17.3 String Constructors 841  
17.4 String Indexer, Length Property and CopyTo Method 842  
17.5 Comparing Strings 843  
17.6 Locating Characters and Substrings in Strings 847  
17.7 Extracting Substrings from Strings 850  
17.8 Concatenating Strings 850  
17.9 Miscellaneous String Methods 851  
17.10 Class StringBuilder 853  
17.11 Length and Capacity Properties, Ensure Capacity Method and Indexer of Class StringBuilder 854  

17.12 Append and AppendFormat Methods of Class StringBuilder  856
17.13 Insert, Remove and Replace Methods of Class StringBuilder  858
17.14 Char Methods  860
17.15 Card Shuffling and Dealing Simulation  863
17.16 Introduction to Regular Expression Processing  866
  17.16.1 Simple Regular Expressions and Class Regex  866
  17.16.2 Complex Regular Expressions  871
  17.16.3 Validating User Input with Regular Expressions  873
  17.16.4 Regex Methods Replace and Split  877
17.17 Wrap-Up  879

18 Files and Streams  888
  18.1 Introduction  889
  18.2 Data Hierarchy  889
  18.3 Files and Streams  891
  18.4 Classes File and Directory  892
  18.5 Creating a Sequential-Access Text File  900
  18.6 Reading Data from a Sequential-Access Text File  910
  18.7 Case Study: A Credit-Inquiry Program  914
  18.8 Serialization  919
  18.9 Creating a Sequential-Access File Using Object Serialization  920
  18.10 Reading and Deserializing Data from a Sequential-Access Text File  926
  18.11 Wrap-Up  929

19 XML and LINQ to XML  936
  19.1 Introduction  937
  19.2 Document Type Definitions (DTDs)  937
  19.3 W3C XML Schema Documents  941
  19.4 Extensible Stylesheet Language and XSL Transformations  948
  19.5 LINQ to XML: Document Object Model (DOM)  957
  19.6 LINQ to XML: XML Axis Properties  961
  19.7 LINQ to XML: XML Literals and Embedded Expressions  968
  19.8 XSLT with Class XslCompiledTransform  975
  19.9 Wrap-Up  977
  19.10 Web Resources  977

20 Databases and LINQ to SQL  985
  20.1 Introduction  986
  20.2 Relational Databases  987
  20.3 Relational Database Overview: Books Database  988
  20.4 SQL  992
    20.4.1 Basic SELECT Query  992
    20.4.2 WHERE Clause  993
xviii Contents

20.4.3 ORDER BY Clause 995
20.4.4 Retrieving Data from Multiple Tables: INNER JOIN 997
20.4.5 INSERT Statement 998
20.4.6 UPDATE Statement 999
20.4.7 DELETE Statement 1000
20.5 LINQ to SQL 1001
20.6 LINQ to SQL: Extracting Information from a Database 1002
20.6.1 Creating LINQ to SQL Classes 1002
20.6.2 Creating Data Bindings 1003
20.7 More Complex LINQ Queries and Data Binding 1006
20.8 Retrieving Data from Multiple Tables with LINQ 1009
20.9 Creating a Master/Detail View Application 1013
20.10 Programming with LINQ to SQL: Address-Book Case Study 1018
20.11 Wrap-Up 1023
20.12 Tools and Web Resources 1024

21 ASP.NET and ASP.NET AJAX 1032
21.1 Introduction 1033
21.2 Simple HTTP Transactions 1034
21.3 Multitier Application Architecture 1038
21.4 Creating and Running a Simple Web-Form Example 1039
21.4.1 Examining an ASPX File 1040
21.4.2 Examining a Code-Behind File 1041
21.4.3 Relationship Between an ASPX File and a Code-Behind File 1042
21.4.4 How the Code in an ASP.NET Web Page Executes 1043
21.4.5 Examining the XHTML Generated by an ASP.NET Application 1043
21.4.6 Building an ASP.NET Web Application 1045
21.5 Web Controls 1053
21.5.1 Text and Graphics Controls 1053
21.5.2 AdRotator Control 1059
21.5.3 Validation Controls 1062
21.6 Session Tracking 1069
21.6.1 Cookies 1070
21.6.2 Session Tracking with HttpSessionState 1078
21.7 Case Study: Connecting to a Database in ASP.NET 1085
21.7.1 Building a Web Form That Displays Data from a Database 1086
21.7.2 Modifying the Code-Behind File for the Guestbook Application 1093
21.8 Case Study: Secure Books Database Application 1094
21.8.1 Examining the Completed Secure Books Database Application 1094
21.8.2 Creating the Secure Books Database Application 1098
21.9 ASP.NET AJAX 1121
21.9.1 Traditional Web Applications 1122
21.9.2 Ajax Web Applications 1122
21.9.3 Examining an ASP.NET AJAX Application 1123
21.10 New ASP.NET 3.5 Data Controls 1130

22 Windows Communication Foundation (WCF) Web Services 1143

22.1 Introduction 1144
22.2 WCF Services Basics 1145
22.3 Simple Object Access Protocol (SOAP) 1145
22.4 Representational State Transfer (REST) 1146
22.5 JavaScript Object Notation (JSON) 1146
22.6 Publishing and Consuming SOAP-Based WCF Web Services 1147
   22.6.1 Creating a WCF Web Service 1147
   22.6.2 Code for the WelcomeSOAPService 1147
   22.6.3 Building a SOAP WCF Web Service 1148
   22.6.4 Deploying the WelcomeSOAPService 1151
   22.6.5 Creating a Client to Consume the WelcomeSOAPService 1153
   22.6.6 Consuming the WelcomeSOAPService 1155
22.7 Publishing and Consuming REST-Based XML Web Services 1156
   22.7.1 Creating a REST-Based XML WCF Web Service 1156
   22.7.2 Consuming a REST-Based XML WCF Web Service 1158
22.8 Publishing and Consuming REST-Based JSON Web Services 1160
   22.8.1 Creating a REST-Based JSON WCF Web Service 1160
   22.8.2 Consuming a REST-Based JSON WCF Web Service 1162
22.9 Blackjack Web Service: Using Session Tracking in a SOAP-Based WCF Web Service 1164
   22.9.1 Creating a Blackjack Web Service 1164
   22.9.2 Consuming the Blackjack Web Service 1168
22.10 Airline Reservation Web Service: Database Access and Invoking a Service from ASP.NET 1176
22.11 Equation Generator: Returning User-Defined Types 1181
   22.11.1 Creating the REST-Based XML EquationGenerator Web Service 1184
   22.11.2 Consuming the REST-Based XML EquationGenerator Web Service 1186
   22.11.3 Creating the REST-Based JSON WCF EquationGenerator Web Service 1189
   22.11.4 Consuming the REST-Based JSON WCF EquationGenerator Web Service 1189
22.12 Wrap-Up 1193
22.13 Deitel Web Services Resource Centers 1193

23 Silverlight, Rich Internet Applications and Multimedia 1201

23.1 Introduction 1202
## Contents

23.2 Platform Overview ................................................. 1203
23.3 Silverlight Runtime and Tools Installation ....................... 1204
23.4 Building a Silverlight **WeatherViewer** Application ............ 1204
   23.4.1 GUI Layout ................................................. 1207
   23.4.2 Obtaining and Displaying Weather Forecast Data .......... 1209
   23.4.3 Custom Controls ........................................... 1213
23.5 Animations and the **FlickrViewer** ................................ 1216
23.6 Images and Deep Zoom ............................................. 1223
   23.6.1 Getting Started With Deep Zoom Composer .................. 1223
   23.6.2 Creating a Silverlight Deep Zoom Application ............. 1228
23.7 Audio and Video .................................................. 1235
23.8 Isolated Storage .................................................. 1240
23.9 Silverlight Demos and Web Resources .............................. 1240
23.10 Wrap-Up .......................................................... 1241

### 24 Data Structures and Generic Collections 1249

24.1 Introduction to Data Structures ................................... 1250
   24.1.1 Linked Lists ................................................. 1251
   24.1.2 Stacks ...................................................... 1253
   24.1.3 Queues ..................................................... 1253
   24.1.4 Trees ....................................................... 1254
24.2 Generic Collections Overview ..................................... 1255
   24.2.1 Generic Collection Class **Linkedlist** ...................... 1258
   24.2.2 Generic Collection Class **Dictionary** ..................... 1262
   24.2.3 Generic Collection Class **SortedDictionary** .............. 1266
24.3 Generic Classes and Methods ....................................... 1268
   24.3.1 Motivation for Generic Methods ............................. 1269
   24.3.2 Generic-Method Implementation ............................... 1271
   24.3.3 Type Constraints ........................................... 1273
   24.3.4 Overloading Generic Methods ................................ 1276
   24.3.5 Creating a Generic Stack Class ............................... 1276
24.4 Wrap-Up .......................................................... 1285

### A Operator Precedence Chart 1295

### B Primitive Types 1297

### C Number Systems 1299

   C.1 Introduction .................................................. 1300
   C.2 Abbreviating Binary Numbers as Octal and Hexadecimal Numbers .................. 1303
   C.3 Converting Octal and Hexadecimal Numbers to Binary Numbers .................. 1304
   C.4 Converting from Binary, Octal or Hexadecimal to Decimal .................. 1304
Contents

C.5 Converting from Decimal to Binary, Octal or Hexadecimal 1305
C.6 Negative Binary Numbers: Two's-Complement Notation 1307

D  ATM Case Study Code 1312
D.1 ATM Case Study Implementation 1312
D.2 Class ATM 1313
D.3 Class Screen 1318
D.4 Class Keypad 1319
D.5 Class CashDispenser 1320
D.6 Class DepositSlot 1321
D.7 Class Account 1322
D.8 Class BankDatabase 1324
D.9 Class Transaction 1326
D.10 Class BalanceInquiry 1328
D.11 Class Withdrawal 1329
D.12 Class Deposit 1333
D.13 Module ATMCaseStudy 1336
D.14 Wrap-Up 1336

E  UML 2: Additional Diagram Types 1337
E.1 Introduction 1337
E.2 Additional Diagram Types 1337

F  ASCII Character Set 1339

G  Unicode® 1340
G.1 Introduction 1341
G.2 Unicode Transformation Formats 1342
G.3 Characters and Glyphs 1343
G.4 Advantages/Disadvantages of Unicode 1343
G.5 Unicode Consortium’s Website 1344
G.6 Using Unicode 1345
G.7 Character Ranges 1347

H  Using the Visual Basic 2008 Debugger 1352
H.1 Introduction 1353
H.2 Resolving Compilation Errors 1353
H.3 Breakpoints and the Continue Command 1356
H.4 DataTips and Visualizers 1361
H.5 The Locals and Watch Windows 1362

Contents

H.6 Controlling Execution Using the Step Into, Step Over, Step Out and Continue Commands 1365
H.7 Other Debugging Features 1369
H.7.1 Edit and Continue 1369
H.7.2 Exception Assistant 1372
H.7.3 Just My Code™ Debugging 1372
H.7.4 Other Debugger Features 1372
H.8 Wrap-Up 1373

Index 1377