The Deitels are pleased to announce the new Simply Series, starting with
Simply Visual Basic®.NET An APPLICATION-DRIVEN™ Tutorial Approach, Simply C# An APPLICATION-DRIVEN™ Tutorial Approach and Simply Java™ Programming An APPLICATION-DRIVEN™ Tutorial Approach. These books take an engaging new approach to teaching programming, with outstanding pedagogical features that help students learn.

**APPLICATION-DRIVEN™ Tutorial Approach**

The books in the Simply Series use the Deitels’ new APPLICATION-DRIVEN™ tutorial approach to guide students step-by-step through practical applications. Using these tutorials, students will develop their problem-solving and programming skills in the context of solving real business and industry challenges.

**Hallmark Features of the DEITEL™ Simply Series**

**APPLICATION-DRIVEN™ Tutorial Approach**

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**Application Requirements**

A local bank has asked you to create a prototype automated teller machine (ATM) application to access a database that contains fictitious customer records. Each record consists of an account number, personal identification number (PIN), first name and balance amount. For testing purposes, valid account numbers will be provided in a ComboBox. The ATM application should allow the user to log in to an account by providing a valid PIN. Once logged in, the user can view the account balance and withdraw money from the account (if the account contains sufficient funds). If money is withdrawn, the application should update the database.

**Test-Driving the ATM Application**

1. Copying the template to your work folder. Copy the C:\Examples\Tutorial25\CompletedApplication\ATM folder to C:\SimplyVB.
2. Opening the template application. Double-click ATM.sln in the ATM folder to open the application in Visual Studio .NET.
3. Running the application. Select Debug > Start to execute the application. The Form shown in Fig. 25.1 will appear with the OK, Balance, Withdraw and Done Buttons enabled.

First, a student is presented with a problem statement.

Then, the student is presented with the output of the completed application, to illustrate the purpose and functionality of the application.

Finally, the student develops the technology to solve the problem and then codes the solution.

**Effective, Engaging Pedagogy**

The DEITEL™ signature Live-Code™ Approach facilitates student learning by presenting programming concepts in the context of complete working programs.

**Simply Series Pedagogic Features:**

- Step-by-step tutorials show how to build and execute complete applications, from start to finish.
- Full-color presentation, including syntax coloring, code highlighting, callouts and extensive comments.
- Comprehensive end-of-tutorial materials, including multiple-choice questions, programming exercises and a programming challenge, all focused on real-world applications.
- Extensive end-of-section self-review exercises and answers for immediate feedback.
- Tips for improving reliability, performance and usability of your applications.
- Skills summaries and key terms sections in every tutorial.
- APPLICATION-DRIVEN™ design includes tutorials and exercises based on real-world applications.

All code is line numbered, making it easier for students to follow the discussions of the code.

Key portions of code are highlighted in bright yellow to draw students’ attention to the important details.

Code is syntax colored.

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