DEPARTMENT OF COMMERCE [CA]

Software Development with Visual Basic (18BCA52C)

Semester : V

III B.Com (CA)

Unit - V

The toolbox revisited Frames - option buttons - Check boxes Scrollbars - Timer - Microsoft-windows Common Controls 6.0 Image list-Control - List View Control - Progress bar Control - Slider Control - Status bar Control - Menu - MDI Forms.

Reference Books:

1. "Visual Basic 6.0 From the Ground up" by Gary Cornell
2. Visual Basic 6.0 Programming by Content Development Group.

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UNIT- V

MENU

Menu Interface :

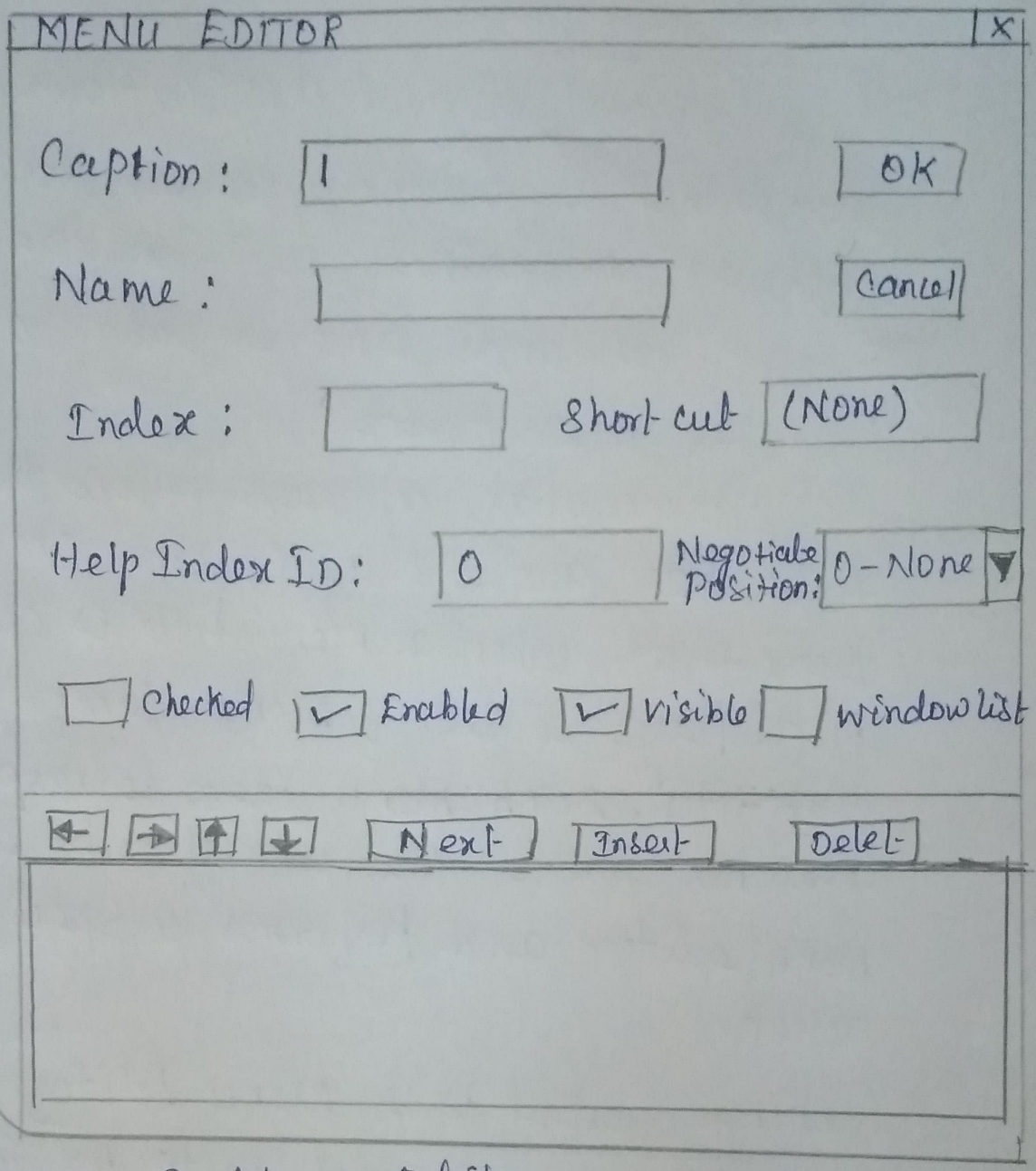
Visual Basic applications can be enhanced by adding menus to it. It offers a convenient and consistent way to group commands and an easy way for users to access them.

The menubar appears below the title bar and it may contain one (or) more menu titles. When a menu title is clicked it displays a set of menu items under that title. Each menu item corresponds to a menu control that is defined in a menu editor and performs a specific action.

Getting Started with Menu Editor

* Start a new project with the form in focus.
* To start the menu Editor click Tools and choose Menu Editor.
* This will display the menu editor (or) Press ctrl+E to open menu editor (or) click on the menu editor Icon present in the standard tool bar.

MENU EDITOR



Parts of Menu Editor

* The Capition Box :- It is used to show the text on the menu, what we type here (Ex, File, Edit, view etc.)

* The Name Box : The name entered in this box is the control name for the menu item. We can enter any codes for menu item under this control.

* Short-cut Box: We can enter the short cut keys for the menu items here click on the down arrow, a dropdown list box will be displayed with all the short cut keys. Click on the one we want to use for the menu.

* The checked check Box: Click on this, if we want to display a tick mark to show that a menu item has been selected. The default is off. This can be turned On (or) off

* Enabled Check Box: Click on this, to make a menu item enabled. If a menu item is mouse click. This can be turned On (or) off at run time.

* The visible check Boxs: If it is set to off then the menu item and its sub-menu will not be visible. This can be turned on (or) off at run time.

* The text window: This gives a Preview of what we have entered. We can also view the hierarchy of menus and sub menus by looking at the indentations.

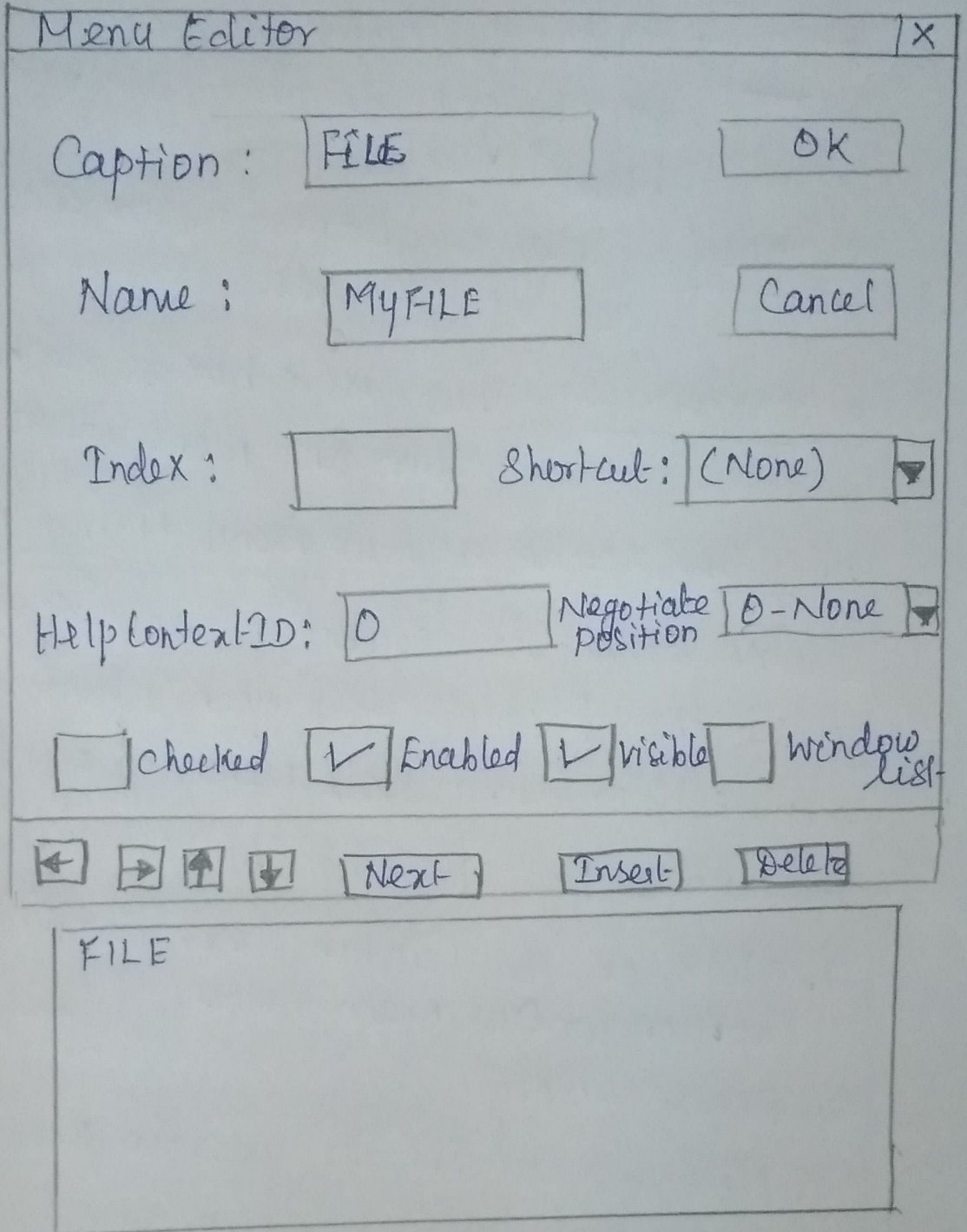
* The Left Arrow button brings the menu items one level up.
* Clicking on the Right-Arrow Moves the Menu items one level deeper.
* The Up Arrow interchange the current line with the line above.
* The Down Arrow interchanges the current line with the line below.
* Index: Allows to assign a numeric value that determines the Control's position within a control array. This position is not related to the screen position.
* Help Context-ID: Allows to assign a unique numeric value for the ContextID. This value is used to find the appropriate "Help" topic in the "Help" file identified by the "Help" File Property.
* Negotiate Position: Allows to select the Menu's Negotiate Position Property. This Property determines whether and how the menu appears in a form.
* Next: Moves selection to the next line.
* Insert: Inserts a line in the list box above the currently selected line.

* Delete : Deletes the currently selected line.
* Ok : closes the Menu Editor and applies all changes to the last form we have selected.
* Cancel : closes the Menu Editor and cancels all the changes.
* WindowList : This check box is clicked to get More than one menu item.

How to create a new menu using Menu Editor

In order to create a menu for a form Start the Project and open a form. Open Menu Editor using Tools Menu (or) by clicking the icon (or) by choosing Short cut key.

1. Click on the Caption Text box and give caption for our main menu.
2. Press Tab key
3. Now we can see the insertion pointer on name text box.
4. Give name for our menu.
5. Select Next button Present in the Menu editor.
6. For adding a menu, Repeat the process 1-5 as said above
7. After the menu is created click OK to close the menu editor.



Use '&' Symbol before the letter where under score should be provided. This helps the user to open the menu using 'Alt' key to open File, we can press "Alt + F" keys simultaneously. Then File menu gets opened.

MULTIPLE DOCUMENT INTERFACE (MDI)

MDI Stands for Multiple Document Interface
A Multiple Document Interface is used for opening Many windows at the Same time. All the document windows are contained in a parent window, which Provides a workspace in the application. Visual Basic applications Can have only one MDI Form, which Contains all the Child forms. A child form is an ordinary form that has its child Property Set to True. Child forms are displayed within the internal area of an MDI Form at run Time.

Creating an MDI Application

The Multiple Document Interface can be designed for document centered applications This application allows the user to open Many Similar documents at the Same time. To Create a document centred application in Visual Basic, we require atleast two Forms, one is MDI Form and Child Form. This application is designed Similar to the Notepad

application in Microsoft windows. Each time the user clicks New form the File menu, a new child window is created and displayed.

* A new Standard EXE Project is opened. An MDI form is inserted by selecting Add MDI Form from the Project Menu. The Project now Contains a Standard form and an MDI form. The Project is Saved as Mdi.Vbp. The Form is Saved as Child.frm and the MDI Form as Parent.frm.

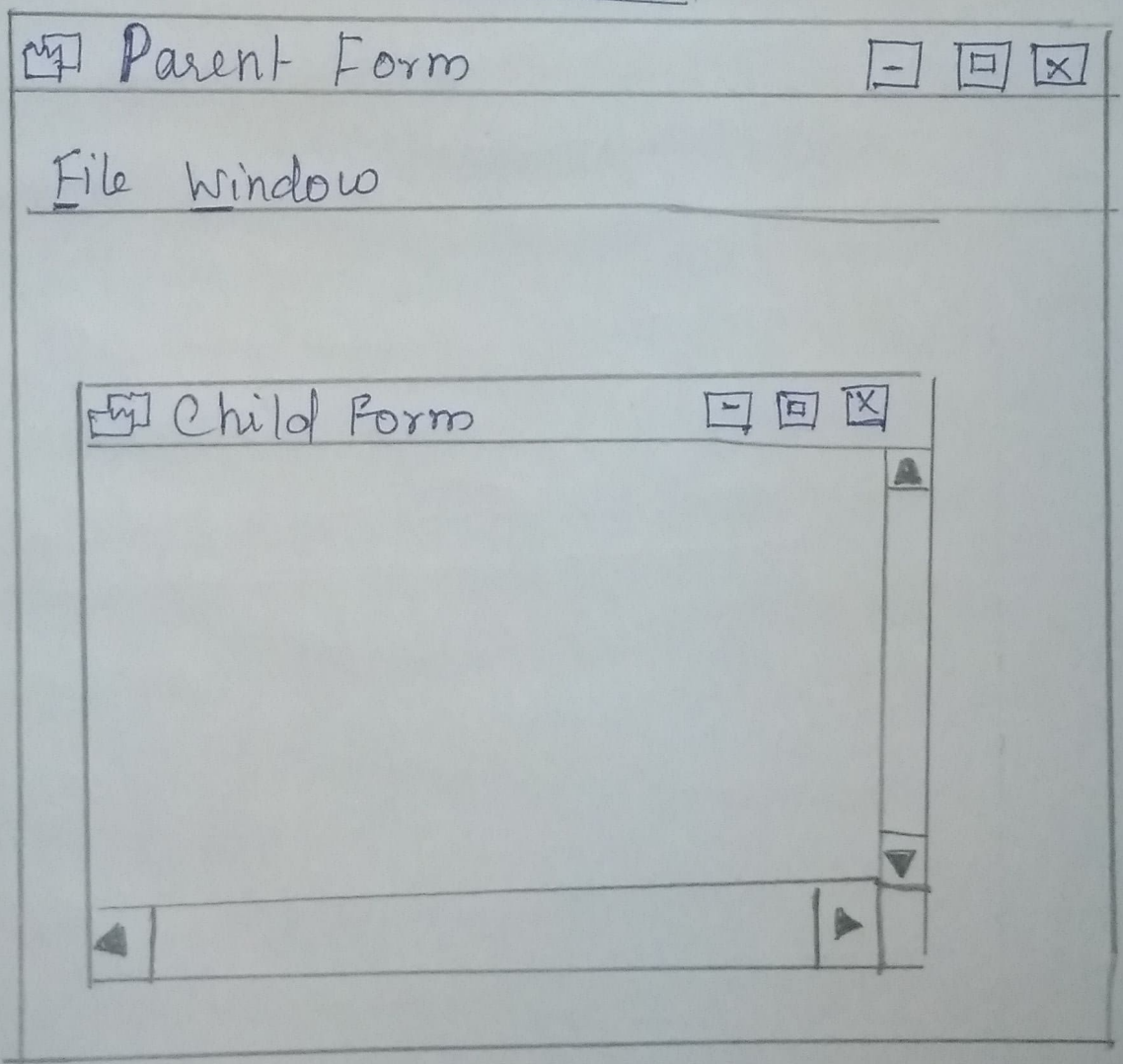
* A Text-Box is added in the Standard form. The two Forms are designed as per the Specifications.

Object	Properties	Setting
MDIForm1	Caption	Parent form
Form1	Caption	Child form
	MDI Child	True
	Multiline	True
Text-1	Text	(Empty)

(9)

Properties	Settings
left	0
Top	0
Height	2295
width	3015
ScrollBars	3-Both

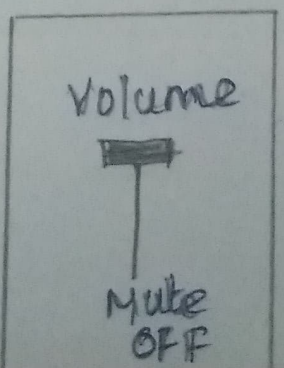
MDI FORM



SLIDER CONTROL

One of the important and interesting features of Enterprise Visual Basic is Slider control. This type of object is Volume control applications. Using this the user can Maximize (or) Minimize the volumes. A Slider control consists of scale which is defined by properties like Minimum and Maximum. Slider control has thumb by which the user can Move the Slider by using the Mouse. These Maximum and minimum Properties are dynamic in nature. This paves the way to set the values either to Maximum (or) Minimum. The value Property returns to the current position of the thumb. Slider control can be made to act as a graphical equalizer.

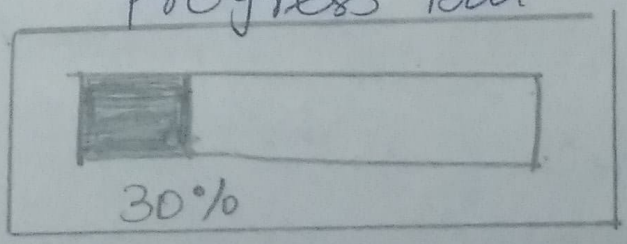
Slider control



PROGREES BAR.

The other important event of Enterprise Visual Basic is Progress bar and Month view. Progressbar is used to represent Progress on the transaction. This consist of a frame which looks like a tiny. rectangular box which is filled as the transaction takes place. A graphical structure moves with in the tiny rectangular box while the transaction proceeds. It resembles just like a thermometer where a mercury menisaus moves according to the temperature. Similarly the Progress bar shows the proceedings with graduation in the form of percentage. This can be seen commonly while installing a software (or) while scanning etc,

Progress Bar.



TIMER

The vital use of this control is to set timings (or) set intervals for the applications. Each timer interval is measured in Milliseconds. Timer is not visible during the run time. Usually the timer Properties are set during the design-time. It makes the application live without any interruption of click events. The Interval time between the two events will be of the range of 64767 Milliseconds which means that interval can be of 64.8 seconds. This is the maximum time gap that can be set between the two events. This control will be triggered when the event "Timer" occurs. Hence, the default property of the Timer control is "Interval" It has a permission to enable / disable this control

Placing the timer control on the form

The application is used to change the height and width properties of the picture box control with in the said interval.

* Select the timer control from Toolbox
* Place it on the Form
* Set the Interval for the application
* Use control structures and Timer events to make the automation.
* Run the Application.